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ISSUE #105

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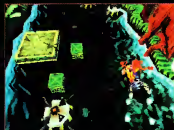


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## Awards for 1997

015

It's that ULTRA Game Award time of the year again! We've got the envelope on page 15!









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## issue 105

## Loading

welcome  
to holiday  
issue 105...

Welcome to our gala Holiday Issue! Once again, the ULTRA Game Players staff has gotten together and drunk way too... oops! Actually, we've gotten together and put out our annual Awards issue, where we let you know which games were the best in their respective genres. Plus, we've also included a 30 page strategy for the season's hottest game — *Tomb Raider 2!* Now you can go all the way with Lara Croft. Heck, we did! And Frank, we're renting out your car to a really nice homeless guy. You better come back from Scotland before he gets cable put in. Oh, and your back seat is now a hot tub... well, OK, not hot really, but it is wet! >>> **BILL**

have you made any new year's  
resolutions for 1998?

## frank o'connor

foconnor@ultragp.com

Editor Frank O'Connor's resolution is to get back to America as soon as he can. 'I've had all the haggis I can stand!', moans Frank. 'Besides, the sheep are starting to spread the word about me.'



## roger burchill

rburchill@ultragp.com

Reviews Editor Roger Burchill has vowed that this is the year he starts to wear the pants in his family. 'I'm gonna tell Tiffany about it right away!', says Roger. 'Right after I get done doing the dishes and finishing the laundry. Oops, I forgot about the foot massage...'



## mike salmon

nsalmon@ultragp.com

Senior Editor Mike Salmon has resolved that this is the year he gets married. 'I'm really tired of all the constant partying. I'm ready to settle down!', says Mike. 'At least, that's what my fiancé Laurie tells me...'



## francesca reyes

freyes@ultragp.com

Associate Editor Francesca Reyes resolution is a simple one. 'I promise to be nicer to all the gamers who send in codes!', says Fran. 'Besides, I've already mailed out all the exploding Thank You cards I had.'



## bill donohue

bdonohue@ultragp.com

Managing Editor Bill Donohue has made the same resolution every year and has broken it every year. 'I can't help it!', Bill whimpers. 'If I don't put the second olive in the martini, the other one gets lonely and begs to be eaten...'



## screamin' crayons

**ERIC, DEBBIE & LISA:** 'We don't have any resolutions. We have demands! We want to go on a field trip to see the duckies and the chickens and the moo cows. If we can't go, we'll cry!

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Winner, Best  
Action Game  
Ultra Award  
9.1 out of 10  
Ultra Game Players

Gold (Top Award)  
Games Domain Online

5 out of 5  
ComputerLife

9 out of 10  
Computer & Net Player  
Zenitropi Online

4 out of 5  
Computer Gaming World  
Next Generation  
Computer Games Strategy Plus  
Adrenaline Vault Online  
C/Net's Gamecenter Online

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# "IT'S A HIT"

- CBS News/48 Hours



## "a complete blast to play"

- Computer & Net Player

"Tires screeching, motorists cursing, pedestrians dying - they're all part of the macabre vehicular-homicide-is-fun world of Carmageddon"

- Entertainment Weekly

## "Vent Your Road Rage"

- Newsweek

"It's been a long time since a driving game has been as much fun as Carmageddon"

- Computer Gaming World

## "Very playable and addictive."

- PC Gamer

"the most impressive racing game around, and the most original game I've played in ages"

- Games Domain Online

## "Go out and buy it!"

- Ultra Game Players



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# ON THE DISC

No matter how good a videogame magazine may be, there are some things that you just can't get from print. We can show you the pictures of the games, but it's impossible for us to let you play the game for yourself, or even see the game in motion. Enter the



**ULTRA gameplayers Disc Edition.** On the disc, which works with both Apple Macintosh and PC compatibles, you'll find movies of all the newest, hottest console games, as well as playable demos of the biggest PC and Mac titles. Read the print magazine, check the web site, and view the disc to get the full ULTRA gameplayers impact. Questions regarding subscriptions should be sent to: subscribe@gameplayers.com Faulty disc/subscription questions: phone 415-468-2500. Current subscribers can receive the disc by following the help line instructions.

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## mac demos

**Battle Girl** - A vector graphics looking shoot-em-up with trippy tunes and great game play.

**Close Combat: A Bridge Too Far** - Battle the Nazi's in Microsoft's WWII ground combat masterpiece.

**Civilization II** - Begin your empire in the Jurassic and build it through a future age of space flight!

**Harry the Handsome Executive** - Scoot around in your office chair avoiding alien invaders.

**Postal** - No one understands you, so just kill everybody.

**Quake** - Do we really need to say anything about this?

**Gridz** - A funky cyber-empire building game.

**Settlers II** - Tame a wild land and build your community in Blue Byte's colonization game.

**Shadow Warrior** - Shurikens are flying in this hysterical first person shooter.

## pc demos

**7th Legion** - Repeat the invaders in this great real time strategy game.

**Carmageddon** - Get in your car and mow down some pedestrians!

**Constructor** - You're in control, so run the city any damn way you want!

**Darklight Conflict** - Space combat with gorgeous graphics.

**Defiance** - It's a bug hunt!

**Dungeon Keeper** - You get to be the bad guy as lord of the dungeon.

**Excalibur 2555** - Evil is back and you have to find Excalibur to save the world.

**G-Police** - Strap into your futuristic jet copler and enforce some laws.

**Hexen II** - Mora mayhem in this Quake engine shooter.

**Incubation** - Alien infested turn-based combat.

**Jedi Knight** - Use the force to defeat the Evil Empire!

**Joint Strike Force** - Fighter combat never felt so good!

**Mass Destruction** - Blow things up real good!

**MDK** - It thinks, therefore it kills.

**Moto Racer** - Just like riding the real thing!

**Age of Empires** - The only way to rule the world if you're not Bill Gates.

**Close Combat A Bridge Too Far** - Battle the Nazi's in Microsoft's WWII ground combat masterpiece.

**Postal** - Why should the Post Office have all the fun?

**Redneck Rampage** - Aliens kidnapped your chicken, so grab your shotgun and have a blast!

**Tomb Raider II** - Lara's back...

**Turok** - The N64 spectacular in all it's 3dfx glory on your PC.

**Worldwide Soccer** - The best soccer game ever and you don't need a console to play it.

**X-Wing vs. TIE Fighter** - Fight for the Empire or the Rebellion. You gotta love this stuff!



## Questions?

I don't have access to the Internet, but I've got a problem with the Disc Edition. Please write: New Media Group, c/o Imagine Publishing, 150 North Hill Drive, Brisbane, QLD 4005. (415) 468-2500



## installation

### macintosh installation:

1. Insert the ULTRA disc into your CD-ROM drive.
2. Double-click on the ULTRA icon.
3. Choose your computer platform. Start68K for 680xx machines, StartPPC for Power PC machines.
4. You're on your way to gaming heaven.

### pc installation:

1. Insert the ULTRA disc into your CD-ROM drive.
2. Open 'My Computer'.
3. Double-click on your CD-ROM drive; usually noted as Drive D.
4. Double-click on 'Start95.'
5. Now experience the glory of demos and movies a go-go!

## videogame movies

Why settle for just still screens when you can see the games in action for yourself? Just take a look at this month's hit list:

- Bushido Blade
- Crash II
- Final Fantasy VII
- NFL Gameday 98
- Parappa
- Time Crisis
- Tomb Raider II
- World Series Baseball

## movies:

### parappa



Can you rap? Will you get shot? Drive-by shooting? You gotta believe!

### nfl gameday '98



This could be the best football game ever made!

### final fantasy vii



Check out what could very well be the best RPG in the world!

### crash 2



The bandicoot is back for more crate crushing fun!

### bushido blade



Rock, slash, and chop your way to the top! This game is sharp!

BRIDGE TONY © ISSUE #18  
THIS DISC IS PC & MAC COMPATIBLE

**ULTRA**  
gameplayers

**20**

**MUST HAVE DEMOS!**

**Mac**  
 Shadow Warrior  
 Settlers II  
 Postal  
 Close Combat  
**PC**  
 Age of Empires  
 Minesweeper  
 Command & Conquer  
 Heaven II  
 Dark Light Conquest  
 Judd's Mission  
 Minesweeper  
 Close Combat  
 Dungeons & Dragons  
 Postal  
 Star Wars  
 7th Legion  
 Settlers  
 C-Police  
 Civilization  
 Judd's Mission  
 Tomb Raider II  
 Return to Castle Wolfenstein  
 Star Wars  
 Star Wars  
 Star Wars



Tomb Raider II

Postal

In Racing There Is  
Only One Position

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- EGM2

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# 1997 ULTRA AWARDS



**THE ENVELOPE, PLEASE...**

# 1997 ULTRA AWARDS

the ultimate chronical of the years best games



Consider it Judgment Day. After a year of playing, reviewing, exulting, and cursing the best (and the worst) that the games industry had to offer, this is the final and most comprehensive evaluation of PC and videogames available in 1997. Set aside the scores and reviews, UGP took a fresh look at every game we evaluated this year to determine what games still excelled after months of scrutiny. The results are at times predictable, at other times intriguing, and sometimes just down right surprising. As usual, there were a number of good and bad games, but the only games you'll find recognized in these awards are the great games (except for those contenders for our 'Special Achievement Award'). But remember, in games, in life, and in these awards... Winning is everything!

## THE GUIDELINES

As in the real world of interactive entertainment, the lines between console and PC games have been erased for this year's awards. For the first time ever, PC games are considered on equal footing with console videogames in all of our awards, including the Best Overall Game of 1997 award. Games eligible for the 1997 ULTRA Awards must have been reviewed by ULTRA Game Players in the January 1997 through Holiday 1997 issues of the magazine. Games released in 1997 that were not received in time for review by our Holiday issue will be considered for next year's awards. It should be noted that we select only one winner per category and the remaining finalists are listed alphabetically and not in any particular order.

## THE PROCESS

Games eligible for the 1997 ULTRA Awards were evaluated by the editorial staff of ULTRA Game Players, ULTRA Game Players Online, fellow editors of sister publications PSM and Next Generation, as well as editors from the Imagine Games Network (PSX Power, Saturnworld, N64.com, and Next Generation Online). Although the input of editors from other Imagine Publishing print publications and web sites was utilized in determining the winners, any ties or close calls were left to the discretion of the editors of ULTRA Game Players magazine to call.

## BEST OVERALL GAME

### tomb raider 2

system: PlayStation, PC publisher: Eidos Interactive

Let the howling begin! There is little doubt that the selection of *Tomb Raider 2* over the likes of *Final Fantasy VII* (in particular) will generate tons of hate mail from game fans (RPG fanatics in particular) questioning everything from our judgment, to our sanity, to our upbringing, to our sexual preferences, to our... well, you get the idea. The howls of outrage within the very offices of ULTRA Game Players were only barely drowned out by the chorus of praise of those who fell in love with Lara Croft all over again. But to be absolutely truthful, this selection surprised even those who voted for it.

When *Tomb Raider 2* finally arrived at ULTRA Game Players, there was not a soul on the staff who didn't think it was just going to be a rehash of the first game. Don't get us wrong, even if it was rehash, we expected *Tomb Raider 2* to be as good if not better than last year's offering. It was when people started playing the game that this preconceived notion was slowly, but undeniably, shattered. *Tomb Raider 2* wasn't marginally better, it was exponentially better. (In English, that means it Rocked to the tenth power!)

The huge and complex environments that UGP raved about in last year's game have been replaced with a variety of even bigger and more complex environments that allow the player an unprecedented level of freedom to explore. Everything from those exquisite environments to Lara Croft herself have benefited from the latest batch of PlayStation (and 3D accelerated PC) tricks. Call



us for the pigs that we are, but we (Fran exempted) are literally mesmerized by Lara's new animated ponytail. Lara has also acquired new talents, like the ability to climb walls that further diminish the artificial barriers of movement and navigation that are still the norm in far too many supposedly 3D games.

We could go on and on about each new feature that *Tomb Raider 2* possesses, but that would be missing the point. It is the overall cumulative effect that *Tomb Raider 2* boasts that makes it our Best Overall game of the year. In its essence, *Tomb Raider 2* is about freedom. The ability to enter a brand new world, explore and interact with it (with the least amount of restriction), is where the future of gaming lies. The ability to conceive and do — *Tomb Raider 2* offers this better than any other game currently available, and that is why it is our winner.



## CONTENDERS



### colony wars

system: playstation publisher: psychosis

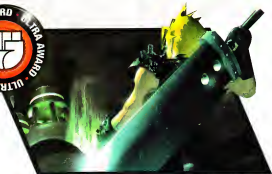
There is absolutely no one who has grown up in the age of *Star Wars* who hasn't dreamed of this game. Finally, a space shooter that recreates the excitement and thrill of *Star Wars*' epic space battles to perfection. The only problem is that the game doesn't have a *Star Wars* license! Oh well, that would have probably cursed it anyway.



### final fantasy seven

system: playstation publisher: sony ce

As one of the most highly anticipated and widely hyped games of all time, did *FFVII* live up to expectations? Absolutely. The greatest RPG of all time? Probably. Marking the return of a great RPG series with state of the art graphics and revolutionary new gameplay elements, *Final Fantasy VII* is breathtaking to behold and enthralling to play. Honestly, was there any way that this game could have missed?



### jedi knight

system: pc publisher: lucas arts

The PC apparently possesses the power of the force that allows it to overcome the dreaded *Star Wars*-license curse. Sure, like any first person shooter (yes, we're intentionally ignoring the optional third person perspective), it's just a gussied up version of *Doom*, but extraordinary level design, dynamic environments, and unique *Star Wars* powers and weapons give new life to a clichéd genre.



### san francisco rush

system: nintendo 64 publisher: midway home ent.

There's no denying that we liked the Arcade game, but we came to love *San Francisco Rush* when we had a chance to sit down and play the N64 version. Rarely has there been a videogame so packed with secret tracks, cars, and most importantly, shortcuts. It really did take the home conversion to open our eyes to how deep this game is. Add on high speed, car-crunching racing action and this game goes where no racing game has gone before.



## BEST PLAYSTATION GAME

winner: *tomb raider 2*

genre: adventure publisher: eidos interactive

Everything *Tomb Raider* did, *Tomb Raider 2* does better. The game's environments are the real stars, but you can also add in significantly more challenging gameplay to the already appealing equation. Besides, Lara gets to drive around in boats, snowmobiles and the like. What could be cooler? And yes, we are slaves to Lara Croft's unique and, er... abundant appeal.



## contenders



colony wars

genre: flight sim/shooter

publisher: pygmalion

crash 'n

genre: platform

publisher: senry co

final fantasy 7

genre: rpg

publisher: senry co

## BEST SATURN GAME

winner: *world series '98*

genre: sports publisher: sega

There's no denying it's been a rough year for the Saturn, but the one bright jewel in the tarnished Saturn crown is its baseball game. Boasting an innovative new pitcher/batter interface, *World Series Baseball '98* is the best baseball game on ANY system. It's so good that a true baseball fan would buy a Saturn just to play this game.



## contenders



fighters megami

genre: fighting

publisher: sega

bombberman

genre: action

publisher: sega

shining: the holy ark

genre: rpg

publisher: sega

## BEST ARCADE GAME

winner: *the lost world*

genre: shooter publisher: sega

Repeat after us: 'The Model 3 Board is God! The Model 3 Board is God!' Loosely based on the storyline from the *Jurassic Park* movies, the game can best be described as the mother of all light gun games. Classic scenes, such as the T-Rex chasing the jeep and Raptor attack in the Visitor's Center, are recreated as only the glorious Sega Model 3 arcade board can.



## contenders



super gt

genre: racing

publisher: sega

tekken 3

genre: fighting

publisher: namco

top skater

genre: action

publisher: sega

Meet the root  
of our evil



MORTAL KOMBAT MYTHOLOGIES

SUB-ZERO

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MIDWAY





# BEST NINTENDO 64 GAME

winner: *san francisco rush*

genre: racing publisher: midway home ent.

Great games on the Nintendo 64 have been few and far between this year, but *San Francisco Rush* makes up for it in droves. Dozens of cars, dozens of tracks, and tons of secrets add up to hours of intense racing gameplay. If it was just the racing this game would be great, but the exploratory side of *SF Rush* is what makes the game exceptional.

## contenders



*diddy kong racing*

genre: action  
publisher: nintendo



*golden eye 007*

genre: shooter  
publisher: nintendo



*turricore*

genre: shooter  
publisher: acclaim

# BEST PC GAME

winner: *jedi knight*

genre: first person shooter publisher: lucas arts

It's like *Doom*... except it's *Star Wars*... Oh well, call us hypocrites if you like, because *Jedi Knight* is a first person shooter game with a license – everything that we complain about issue after issue. The only problem is that fabulous environments and level design have resulted in a game so enthralling that we can't stop playing. Go figure.

## contenders



*carnageddon*

genre: action  
publisher: interplay



*moto racer*

genre: racing  
publisher: electronic arts



*total annihilation*

genre: strategy  
publisher: gt interactive

# MOST INNOVATIVE GAME

winner: *parappa the rapper*

genre: urban poetry simulator publisher: sony ce

Let's see, a rapping game created in Japan featuring a cast ranging from a Hip Hop Dog to a Reggae Rapping Frog... it's hard enough to explain the concept without laughing, let alone trying to explain just why this game is one of the most entertaining and unusual titles of the year. Let's just say you've never seen anything like it, and you've never played anything like it, and you won't be able to get the songs out of your head.

## contenders



*bushido blade*

genre: fighting  
publisher: sony ce



*cengage heart*

genre: strategy  
publisher: sony ce



*world series '98*

genre: sports  
publisher: sega



## BEST RPG GAME

winner: *final fantasy 7*

system: playstation publisher: sony ce

The story has always been the backbone of any great RPG and *Final Fantasy VII* lives up to the reputation earned by the series' preceding offerings. The gorgeous graphics? The revolutionary gameplay? The astounding depth? They're just extras.



### contenders

**Role Playing Game:** Once upon a time, short, fat, deformed characters were a sure sign of RPGs. These days, keep an eye out for epic storylines, hit points, puzzles, hidden items, and lots of wandering.



**diablo**

system: pc  
publisher: blizzard ent.

**shining holy ark**

system: saturn  
publisher: sega

**wild arms**

system: playstation  
publisher: sony ce

## BEST 1ST PERSON SHOOTER

winner: *golden eye 007*

system: nintendo 64 publisher: nintendo

A startlingly good game, and one of the exceptional bright spots in this year's crop of Nintendo 64 games. The mission-based nature of the game, coupled with a wide array of weapons with different applications and interfaces, adds considerable depth to what was once a rather simplistic genre. And yet, another excellent movie-license game. What's up with that???



### contenders



**heaven's**

system: pc  
publisher: activision

**jedi knight**

system: pc  
publisher: lucas arts

**ruroh**

system: nintendo 64, pc  
publisher: nintendo

**First-person Shooter:** It's like a Shooter except... it's a rip-off of *Doom*. Practically an institution now, the First-Person Shooter provides a unique adrenaline rush that makes it warrant a category all its own.

## BEST PUZZLE GAME

winner: *lose your marbles*

system: pc publisher: sega soft

Probably the simplest puzzle game concept in years, *Lose Your Marbles* is the closest thing to a spiritual successor that *Tetris* has had. Nothing fancy here, just marbles that keep dropping at an ever increasing rate while you try to match them up to make them disappear. Simple, but addictive.



### contenders

**puzzle game:** Tetris seems to serve as the definitive example of this genre. Overall, think fast-paced, brain-twisting mental challenges.



**intelligent cube**

system: playstation  
publisher: sony ce

**archers**

system: playstation  
publisher: tecmo

**tetrisphere**

system: nintendo 64  
publisher: nintendo

## BEST FLIGHT SIM/SHOOTER

winner: *colony wars*

system: playstation publisher: sony ce

A beautiful space shooter that features epic space battles between fighters amid an armada of starships, *Colony Wars* is the space shooter that obliterates the standard once set by the likes of *Wing Commander*. It's secret? The awesome sensation of speed and movement that is so often lacking in space-based flight shooters.



## contenders

**Flight Sim:** Think any game that's based on flying around in a full non-linear 3D environment - shooting is optional (but preferred). Hardcore PC flight sims are eligible, but as the winners attest, arcade-style gameplay seems to be preferred.



ace combat 2

system: playstation

publisher: namco



g-police

system: playstation/pc

publisher: pygmalion



x-wing vs the fighter

system: pc

publisher: lucas arts

## BEST SHOOTER

winner: *rime crisis*

system: playstation publisher: namco

Another hotly contested genre award, *Time Crisis* just edged out *StarFox 64*. The general consensus was that *StarFox 64* felt a lot like the first *StarFox* while *Time Crisis*' innovative ducking feature gave the light gun shooter a new twist. The few retro-shooter fan votes that went to *Raystorm* were probably the determining factors in this category.



## contenders



raystorm

system: playstation

publisher: working designs



starfox 64

system: nintendo 64

publisher: nintendo



virtus cop 2

system: saturn

publisher: sega

**Shooter Game:** The mutilation and mass destruction genre. Featuring everything from light gun games to scrolling shoot-'em-ups, the whole point of the Shooter is to kill or be killed.

## BEST STRATEGY GAME

winner: *total annihilation*

system: pc publisher: gt interactive

No, this isn't just another C&C/Warcraft rip-off! *Total Annihilation* is better in every conceivable way. Real time strategy games have been redefined by this game's use of polygonal graphics and fully realized 3D terrain. The added elements of line of sight, weapons trajectories, and terrain navigation add a whole new strategic depth to the genre.



## contenders



carnage heart

system: playstation

publisher: sony ce



c&amp;c red alert

system: playstation

publisher: westwood



pax imperia

system: pc

publisher: t+hq

**Strategy Game:** The thinking gamer's genre. Strategy games place an emphasis on in-depth, unit-based confrontations and resource management with reflex-oriented gameplay being limited to the real time examples of the genre.

## BEST MULTIPLAYER GAME

winner: *goldeneye 007*

system: nintendo 64 publisher: nintendo

The fact that console games made such a strong showing in this category comes somewhat as a surprise, as the PC is THE multiplayer machine with its inherent LAN and internet gaming capabilities. The fact that Quake 2 didn't arrive in time for this year's award competition could be one explanation, but that being said, GoldenEye's easily accessible and option-laden deathmatch mode stands on its own accord.

## contenders

**multiplayer game:** For our purposes, we define a multiplayer game as one that allows more than two players to play a game at once. Unless you have extremely dense friends, lousy computer AI is a complaint of the past.



pay day

system: playstation

publisher: konami



bomberman

system: saturn

publisher: sega



total annihilation

system: pc

publisher: gt interactive

## BEST PLATFORM GAME

winner: *crash bandicoot 2*

system: playstation publisher: sony ce

Last year, Crash was the brash newcomer giving the likes of Super Mario 64 and Nights a run for their money. This year, Crash returns with cutting edge graphics improvements, analog control, and improved gameplay variety and balance. The developer, Naughty Dog, went the extra mile for Crash 2 and it shows. Welcome to the big leagues, Crash.

## contenders



castlevania

system: playstation

publisher: konami



croc

system: ps2/ps/ps2/ps2

publisher: fox interactive



oddworld

system: playstation/pc

publisher: gt interactive

**platform game:** Used to be 2D, side-scrolling, collecting stuff, and lots of jumping. These days, 3D worlds have expanded the gameplay, but think quasi-freakish mascot characters, collecting stuff, and lots of jumping.

## BEST ADVENTURE GAME

winner: *tomb raider 2*

system: playstation/pc publisher: eidos interactive

Yep, you got it. Lara wins again. But what could be more adventuresome than exploring? And what game has a better environment to explore while challenging you with shoot outs with enemies and stumping you with puzzles? This year, the gameplay features a more Indiana Jones-ish cliffhanger edge to further test your reflexes.

## contenders

**adventure game:** A cross between action games and RPGs, the Adventure genre features arcade-style interaction, but backs it up with enthralling storylines, as well as mental and physical challenges.



resident evil: dc

system: playstation

publisher: capcom



measures of the deep

system: playstation

publisher: nintendo



twinsen's odyssey

system: pc

publisher: activation

## BEST RACING GAME

winner: *san francisco rush*

system: nintendo 64 publisher: midway home ent.

Of all the different genre awards this year, the racing genre was probably the most heated — *Moto Racer* and *SF Rush* were neck and neck for the Award. As a pure racing game, *Moto Racer* may in fact have the edge for the superb way it communicates the sensation of speed and the thrill of high speed competition. But in the end, the depth that *San Francisco Rush* offers and the exploratory overtones of its gameplay won the day.

## contenders

**Racing Game:** Any game where you... well, race. That doesn't necessarily mean driving a car, but the goal is simply to get to the finish line first — no matter the means.



formula 1 se

system: playstation/pc  
publisher: psynopsis

moto racer

system: playstation/pc  
publisher: electronic arts

ridge racer

system: playstation  
publisher: namco

## BEST ACTION GAME

winner: *carmageddon*

system: pc publisher: interplay

What can we say about a game that encourages you to drive recklessly, speed, and mutilate pedestrians? (This isn't a game, this is our commute!) *Carmageddon* breaks every rule of good taste and thus, it is instantly promoted to the rank of "Classic". The environments in particular are so enormous and detailed that you'll spend more time planning your next stunt and kill than worrying about actually racing.

## contenders



armored core

system: playstation  
publisher: sony ce

mdk

system: playstation/pc  
publisher: playmates

rusher metal

system: playstation  
publisher: sony ce

**action game:** Quite simply, any arcade style game that relies on quick reflexes and really intense button mashing. Although, as you can see from our winners, elements like 3D environments and strategic gameplay elements have recently added more depth to the genre.

## BEST FIGHTING GAME

winner: *bushido blade*

system: playstation publisher: sony ce

You've got to figure that any game that doesn't just require you to beat up, but rather to kill your opponent, has a leg up on this category. But really, it's the innovative nature of the gameplay, where even a single strike can kill, that gives *Bushido Blade* its unique flavor. The high cost of losing makes strategy a premium in this game.

## contenders



fighters megamix

system: saturn  
publisher: sega

soul blade

system: playstation  
publisher: namco

street fighter ex

system: playstation  
publisher: capcom



## BEST SPORTS GAME

winner: *nfl gameday '98*

system: playstation publisher: sony ce

As any sports fan knows, *Gameday* has been the preeminent contender in the Football game field the last couple of years. Despite this fact, gamers still picked up *Madden* in greater numbers on name alone. Well, this year *Gameday* will not be denied. As the only football game featuring polygonal graphics to go along with further improved gameplay elements and computer AI, *NFL Gameday '98* doesn't have any real competition.

### contenders

**sports game:** Generally, any videogame that features whiny, overpaid prima donnas interacting competitively for the 'love of the sport'. (What's that? You find a 120 million dollars insulting?)

*lss '98*  
system: nintendo 64  
publisher: konami

*nhl '98*  
system: playstation/ps  
publisher: electronic arts

*world series '98*  
system: saturn  
publisher: sega

## BEST GRAPHICS

winner: *crash bandicoot 2*

system: playstation publisher: sony ce

With its detailed light-sourced polygonal environments and exquisitely animated lead character, *Crash Bandicoot* won the Best Graphics award in 1996. A year and a generational leap in PlayStation Graphics later, *Crash 2* assumes the crown of its predecessor by featuring a new array of effects including anti-aliasing. Take a close look at *Crash 2* and you'll see that the N64's superior graphics claim is more hype than fact.

### contenders

*colony wars*  
system: playstation  
publisher: pygnosis

*lss '98*  
system: nintendo 64  
publisher: konami

*turok*  
system: nintendo 64/ps  
publisher: acclaim

## BEST FMV SEQUENCES

winner: *final fantasy 7*

system: playstation publisher: sony ce

Was there really any other serious contenders in this category? *Final Fantasy VII*'s FMV sequences were akin to an epic motion picture. The fact that the game so often seamlessly melded the FMVs with the gameplay was an amazing accomplishment in itself. Who's got the popcorn?

### contenders

*colony wars*  
system: playstation  
publisher: pygnosis

*g-policia*  
system: playstation/ps  
publisher: pygnosis

*parappa the rapper*  
system: playstation  
publisher: sony ce





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Each of MRC's eight, fully customizable vehicles (plus two other secret vehicles) allow you to tweak gears, brakes, suspension and more. And you'll need to, because MRC's three intense courses pit you against more than just the clock. You'll be up against neck snapping terrain, nasty weather and up to 20 other drivers at a time.

Designed for the N64 Rumble Pak, MRC's detailed graphics, sound and multiple viewing perspectives can mean only one thing.

It starts where all the others finish.



www.oceanline.com

# BEST SOUND

winner: *colony wars*

system: playstation publisher: sony ce

This year we looked for the sound that best complemented a gaming experience. *Colony Wars* used its sound in perfect conjunction with its extraordinary graphics to create a compelling space flight experience. Considering that it bested out a *Star Wars* game, you know its sound has to be good.

contenders

g-police  
system: playstation/ps  
publisher: asynopsis

jedi knight  
system: pc  
publisher: lucas arts

nhl '98  
system: playstation/ps  
publisher: electronic arts



# BEST MUSIC

winner: *parappa the rapper*

system: playstation publisher: sony ce

Perhaps in this day and age, calling the music in *Parappa the Rapper* 'rap music' is a stretch. But what is undeniable is that the songs will linger in your mind long after you've put the game away. Guaranteed, you'll find you're singing the lyrics (even if you don't really understand them). Plus, this is one time when rap music won't lead to a drive-by shooting...

contenders

final fantasy 7  
system: playstation  
publisher: sony ce

total annihilation  
system: pc  
publisher: gs interactive

castlevania  
system: playstation  
publisher: sony ce



# VIDEOGAME BABE

winner: *lara croft*

game: tomb raider 2

There was some debate as to whether Lara Croft should be eligible for this award since she won last year, but reason and a rather disturbing bout of polygon lust won out and Lara Croft has once again attained the most coveted of UGP ULTRA Awards. Besides, she's got new clothes, that accent, and an animated ponytail! Woohoo!

contenders

maria  
game: castlevania

rifa  
game: final fantasy 7

moriko husanagi  
game: ghost in a shell



# VIDEOGAME HUNK

winner: *vincent valentine*

game: final fantasy 7

Initially, the voting in this category was open to everyone. But then, we realized that we were actually voting on how cute a guy was which made us feel sort of icky. So we all agreed to let Fran decide this category. In a somewhat surprise selection, Fran went for Vincent Valentine. As far as we can figure, Fran likes 'em tall, dark, and packin'.

contenders

alucard  
game: castlevania

cloud strife  
game: final fantasy 7

heishiro mitsurugi  
game: soul blade



## BEST DRESSED

winner: *count dracula*game: *castlevania*

Although James Bond is always fashionably attired in his tuxedo when saving the world, there is a certain flair that the Prince of Darkness possesses that no one woman can withstand. How do we say it? He's always dressed to kill (ouch)?

## contenders

alucard

game: *castlevania*

cloud strife

game: *final fantasy 7*

james bond

game: *golden eye 007*

## WORST DRESSED

winner: *fargus*game: *pandemonium 2*

Okay, it should be noted that we here at UGP can't stand clowns in the first place. And what's a jester, but a clown who couldn't get a real job with a circus? But even beyond the clothes, it's that disturbing look in Fargus' eyes that freaks us out. Man, the dude gives us the creeps!

## contenders

abe oddworld

game: *abe's odyssey*

cervantes de leon

game: *soul blade*

deku

game: *fighters megamix*

## TOTAL CRAP AWARD

winner: *fantastic 4*system: *playstation* publisher: *acclaim*

Considering the amount of time we have to dedicate to playing total pieces of crap, we see this award as a chance for a little payback. Although *Fantastic 4* wasn't the lowest rated game of the year, it certainly seems to be the game that garnered the most long term hatred in our panel of judges. Without a doubt, *Fantastic 4* is one of those titles that will be slammed by generations of disgruntled gamers. Avoid it like the plague!

## contenders

clay fighter vs 1/2

pub: *interplay*

frogger

pub: *nanoro interactive*

mhk mythologies

pub: *midway home ent.*

## BEST GAMING AD...

winner: *formula 1 ce*system: *playstation/pc* publisher: *psygnosis*

Well, once again Psygnosis has managed to walk away with this award, probably since they are the only ones who ever submit anything to us for the category. Apparently, this photo was used in a British ad for *Formula 1 CE* with a caption stating that 'there's one included in every game'.

Apparently, they were referring to the car, but the last time we checked we couldn't find the car in the CD case, either. Such is our luck.

...we'll never see in the U.S.



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Black Hole! A mysterious  
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# 1997

## ANNUAL SYSTEMS ANALYSIS

**C** hristmas only comes once a year and it's this time of the year that most gamers get their new systems. So you've got that big check from Grandma, but it's just enough to get one system. Which system should you get?

Essentially, that's what our system analysis is all about, helping consumers decide which gaming platform is best for them. Some of you may already have a system, but are looking for a good second system to pick up, or perhaps you are shopping for the future. Everything you need to know is in the next nine pages. Even if you already own every system available, the analysis shows what games you should have and what games are better off sitting on that store shelf for a very long time.

Another bonus is that, after reading the system analysis, you will already be more knowledgeable about the videogame industry than most PR people, and several other magazine editors.

### REVIEWED SYSTEMS:



**Sony Playstation** - Sony's first few years have been a huge success, but what about the year to come? We've got the scoop on pg. 32.



**Nintendo** - A few great titles and some real crap. Can anyone besides Nintendo make a great N64 game? Find out on pg. 34.



**Sega Saturn** - Sega's black box may survive another crash, but Sega is already making plans for the future. Get the latest info on pg. 40.



**PC** - The PC could very well be the super game machine of the year 2000. We break it all down on pg. 36.

# [SONY PLAYSTATION]

## PLAYSTATION REACHES THE TOP OF THE CONSOLE MOUNTAIN

### INSTALLED BASE:

- 5.2 million (US), 20 million (worldwide)

### NUMBER OF TITLES:

- 300

### PRICE:

- Hardware - \$149.99
- Controller - \$19.99
- Games - \$30 - \$60

# F

rom the moment Sony burst onto the scene in late '95, industry giants Nintendo and Sega have never stopped looking over their shoulders, and with good reason. Boasting an ever-growing collection of top-notch and often exclusive titles, the PlayStation never seems to let up. Every quarter there's another landmark title released to store shelves, breaking new ground and offering gamers graphics and gameplay that cannot be experienced on other systems.

This year saw the unveiling of a new attitude from Sony in regards to its system's software library. In an attempt to display its loyalty to system owners, by providing a lineup of titles aimed at creating depth in their software collection, SCEA

released such games as *Tail of the Sun* and *PaRappa the Rapper* in the US. Although not poised for commercial success, Sony's gesture was well received and indicated its interest in games outside the mainstream, while articulating its collective efforts to respond to gamers looking for something 'new.'

*every quarter there's another landmark title released to store shelves*

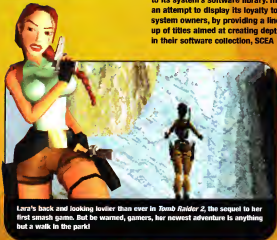
The past year also bore witness to the birth of an RPG phenomenon, known as *Final Fantasy VII*.

With the hype and critical acclaim surrounding its Japanese release, a niche had already been carved out on the bestseller's wall for the game when it hit the States. The game lived up to the expectations, selling nearly 500,000 units within three days, giving RPG and Square fans hope for more games within the genre to make it over stateside from Japan.

Beyond *FFVII*, the PlayStation also kept on top of things with the release of *Tomb Raider 2*. Being the only home console graced with Eidos' sequel to the groundbreaking original, Sony remains in top shape against the competition. Meanwhile, Sony's inhouse sports development team continued to set the tone for next generation sports games, with *Gameday '98*'s polygonal character graphics, intuitive controls, and deep play. If this past year is any indication of what's to come, PlayStation owners have more than their share of gaming goodness to look forward to in 1998.

### STRENGTHS AND WEAKNESSES

Undoubtedly, the PlayStation's main strength lies in its installed base. With such a large number of PlayStation owners in the United States, developers no longer have to take any risks when they make games for the system. It's a simple fact that they'll sell enough to meet their costs in most cases, and if they get lucky, they may even strike it rich with a blockbuster game. It's a cycle of supply and demand that benefits everyone involved, and most especially Sony. With so many game companies knocking on Sony's doors and offering up mostly quality titles, the system continues to sell itself to gamers pleased with its mammoth software library and future lineup. And with an affordable price tag attached to both the hardware and the games, it's less of a monetary risk than plunking down a



Lara's back and looking lovelier than ever in *Tomb Raider 2*, the sequel to her first smash game. But be warned, gamers, her newest adventure is anything but a walk in the park!



## MUST HAVE GAMES!!!

The Playstation is known for its stable of must-have games, and the 1997 crop was no exception. Games like *Final Fantasy VII* and *Gameday '98* had gamers lining up in stores, with cash clutched tightly in hand. Hey, we were in that line and we have a sneaking suspicion that you were, too!



**FFVII** - It's a rare thing to achieve such legendary status as this game has. With superior graphics and an intelligent, involving storyline, *FFVII* is one of the few games that qualifies as an 'event.'

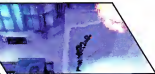
**Crash 2** - That wacky bandicoot is back again to fight the forces of the evil Neo Cortex, but this time he's got tushier graphics and ultra smooth animation on his side!



**RE2** - With more guts, more gore, and two discs to complete the set, RE2 promises to continue its predecessor's glory.



**Tekken 3** - With more characters and cleaner graphics, Tekken 3 is one game that PS owners will be lining up around the block for.



**Metal Gear Solid** - Probably one of the most impressive looking games in the '98 lineup thus far. Should be a 'Must-have'.

## GREAT HOPES OF '98

Some of the most widely anticipated games of 1998 will be playing on the Sony PlayStation. Is it any wonder that the PlayStation is often referred to as the gaming console of choice? 1998 will be a banner year!

higher sum for a system without such software development powerhouses backing it up.

But for every proverbial ray of light, there exists shadow. And for the PlayStation, Sony's might and roar at this point in industry history can always be reversed in another hardware company's favor within the span of only a few bad decisions. Sony has continued to attract high quality titles to its platform, and lassoed companies like SquareSoft and Eidos into exclusive contracts which favor the PlayStation with legendary games. But for how long? With Sega's Dreamcast and Nintendo's 64DD on the horizon, what can Sony do to stay ahead of the competition? So far, it's successfully pulled rabbit after rabbit out of its technological hat, stunning PS owners with what can be done on the system, as well as what promises to be accomplished in the future. But how long can the hardware last in the face of fast-moving competition? Once the marketplace shifts again, it's up to Sony to keep itself on top.

*sony is smart enough to pack a few aces up its sleeve*

the coming year, but Sony is smart enough to know to always pack a few surprise aces up its sleeve. But with the original system going strong and continuing to exhibit as much potential, development-wise, in graphics and gameplay, don't expect any new systems from the Sony camp for a long while. The PlayStation still has a lot of life and potential left in it, and probably a couple of surprises, as well.

### THE FINAL VERDICT

An all-around balanced system with a bright future ahead of it. With so many games to choose from in the PlayStation library, competitive hardware and software pricing, as well as a long list of third party support, it's not hard to recognize the system as the console to be reckoned with.



### THE FUTURE

Sony's future looks bright with a stocked armory of top-notch games lined up for 1998. Little has been said about the possibility of a new system emerging anytime within

### RATING

9.0



**NFL Gameday '98** - Sony's killer title has realistic gameplay features that constantly redefine the genre and left sports giant, EA, on the defensive.

**Colony Wars** - One of the key driving forces behind the PlayStation's success, Psygnosis' work includes Colony Wars, the ultimate space shooter to play if you owned a PlayStation in '97.



### MUST AVOID

**Fantastic Four** - Horrible animation, awkward mechanics, and poor game design have condemned this title to "precredit-setting" status at the lowest end of the scale. Avoid at all costs.

# [NINTENDO]



THIS POWERHOUSE REMAINS HANDCUFFED BY ITS FORMAT

## INSTALLED BASE:

- 3.6 million (U.S.),  
6.6 million (Worldwide)

## NUMBER OF TITLES:

- 30

## PRICE:

- Hardware - \$149.99
- Controller - \$29.99
- Games - \$50-\$90

**T**he Nintendo 64's first full year in the U.S. was highlighted by a phenomenally successful Christmas '96 that sent the N64 spiraling past the Sega

Saturn in installed base, to stake a solid claim as the number two next generation home console system. Had this been any other company besides Nintendo, this performance would have been considered a huge success. But for an industry Goliath like Nintendo, a number two status can only be considered as a disappointing performance.

At the core of the N64's problems has been the embarrassingly low number of games available for the system. Last year, the single digit number of games available

for the N64 could be rationalized, since the system had just released, but despite Nintendo's 'quality over quantity' mantra, making superb videogames is more unpredictable art than science and 1997 boasted more N64 qualitative misses than hits. With approximately only 30 N64 games available for the Christmas '98 season, it's clear that the reason the Nintendo 64 remains the number two console is that it has trouble competing with the PlayStation's 300 game line up.

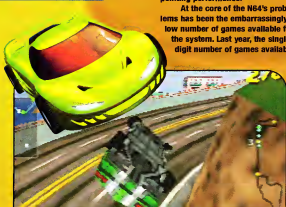
Still, there are signs of life in the Nintendo 64 encampment. First-party titles from Nintendo are usually superior in quality and 1997 had a steady, if not numerous, stream of good to great games. *GoldenEye 007*, *StarFox 64*, and *Diddy Kong Racing* showed that Nintendo is still a force to be reckoned with. Third-party development was slower, but by year's end, Midway Home Ent. impressed with a line up of *San Francisco Rush* and *Wayne Gretzky's 3D Hockey '98*, and Acclaim shined with *Turok: Dinosaur Hunter* and *Extreme G*.

## STRENGTHS AND WEAKNESSES

As the only 64-bit system currently on the market, the N64 is not only the most powerful home console hardware available, but it is the unit with the most untapped potential. Second generation PlayStation titles

have competed admirably with first generation N64 games, but the question remains as to whether there is a third generation level left in the PlayStation hardware to compete with what is expected to be extraordinary second generation Nintendo 64 games.

The Achilles' Heel of the N64 is Nintendo's decision to stick with cartridge format over the CD-ROM format when the unit was designed. Although cartridges do offer faster access times, the cartridge format pales in comparison to the CD-ROM in terms of storage capacity. *Super Mario 64* has shown that the N64 can handle polygons superbly, but the cartridge format limits the pallet of textures in N64 games and at times even limits the gameplay depth of some titles. As higher capacity cartridges become available and developers learn to



*San Francisco Rush* - Despite Nintendo's third party woes, the best N64 game of the year came from Midway. Is *San Francisco Rush* the beginning of a trend?

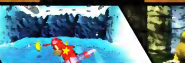


## MUST HAVE GAME9!!!

While Nintendo hasn't followed its 'quality over quantity' maxim to the letter, there are several N64 games that your library would be incomplete without. If you don't have these games, you'd better get your butt (and your wallet) down to a videogame store right away! Well, what are you waiting for?



*GoldenEye 007* - Evil movie license curse be gone! *GoldenEye 007* features James Bond via Nintendo's superb in-house developers. A much made in heaven.



*Diddy Kong Racing* - Don't call it Mario Kart 2! Or a racing game for that matter. *Diddy Kong Racing* is more of an action game with platform elements. The formula works wonderfully.





**Zelda 64** - The only name that carries the weight of Mario's is Zelda. Look for *Zelda 64* to be one of the great games of 1998.



**Turk 2** - Look for this sequel to follow the PC lead in this genre and incorporate more adventure game overtones.



**F-Zero 64** - *F-Zero* redefined what a racing game should be. Look for *F-Zero 64* to do the same.

## GREAT HOPES OF '98

### AND LACK OF GAMES

maximize the N64 hardware, these problems will become less apparent, but the only true solution to this problem may not come until the 6400 becomes available in 1998.

What stands in the way of the N64 architecture's potential being fully realized is also the same reason that many third party developers have not started developing for the system in earnest. The cartridge format is inherently more expensive and more of an economic risk for third party companies than CD-ROMs. As companies like Acclaim and Midway enjoy success with the N64, more companies will be determined to get their share of the N64 pie.

*more companies will be determined to get their share of the n64 pie*

### THE FUTURE

When it comes to the future of the N64, the key to the unit's ultimate success is being tied to an add-on Disk Drive unit called the 6400. Although no release date or price information has been set yet, the latest indication is that the unit is set to release in Japan in March, make its U.S. debut at E3 in June, and be available for purchase in the U.S. by Christmas '98. Price will probably be \$99 and no more than \$149. But considering that add-ons have traditionally fared miserably in the U.S., the viability of the 6400 remains a big question mark.

The 6400 will be the first writable bulk data storage device

available for a console. Using a 64 megabyte writable magnetic disk media, it will allow players to store unprecedented amounts of actual game data on a console machine. Perhaps most enticing of all is that the 6400 includes a 4 megabyte RDRAM upgrade for the Nintendo 64, which will bring the total RDRAM for the N64 system up to 8 megabytes total, more than any console game system.

### THE FINAL VERDICT

The Nintendo 64 has managed to survive its first year with prosperity and health. Despite a lack of games and the handicap of its cartridge format, the N64 is solidly entrenched at number two with only the potential for even more success and a run at the number one position in 1998.

### RATING

7.0



Keep your eyes peeled for even more Nintendo 64 gaming goodness in 1998. With the addition of the 6400, just about anything is possible. The N64's future is so bright, they ought to sell it with a pair of sunglasses!

### SYSTEM SPECS:

#### CPU:

- MIPS 64-bit RISC CPU (customized R4000 series)
- Clock Speed: 93.75 MHz

#### MEMORY:

- RAMBUS O-RAM 36M bit
- Transfer Speed: maximum 4,500M bit/sec.

#### CO-PROCESSOR:

- RCP: SP (sound and graphics processor) and DP (pixel drawing processor) incorporated
- Clock Speed: 62.5MHz

#### RESOLUTION:

- 256 x 224 ~ 640 x 480 dots
- Flicker free interface mode support

#### COLOR:

- 32-bit RGBA pixel color frame buffer support
- 24-bit color video output

#### GRAPHICS PROCESSING:

- Z buffer
- Anti-aliasing
- Realistic texture mapping:
  - Tri-linear filtered mipmap interpolation
  - Perspective correction
  - Environment mapping

### MUST AVOID

**Clay Fighter 63 1/3** - Welcome to hell. Bet you didn't think you'd find crappy graphics, horrible control, and boring 2D gameplay in hell (or the N64 for that matter). Well, you were wrong.



**Turk: Dinosaur Hunter** - Blood in a Nintendo game! We love it. You can't go wrong with a game that compels you to shoot nukes at your enemies.

**International Superstar Soccer** - Sports isn't the N64's strong point, but ISS shows what's possible if it's done right. Damn! This game is good!



# (PC)



## 1997: THE YEAR OF THE PC

### INSTALLED BASE:

- 25 million (United States)

### NUMBER OF TITLES:

- 34,000

### PRICE:

- Base Gaming PC (Pentium 200MMX): \$2,000
- Premium Gaming PC (Pentium 2/300): \$3,200
- Controller Price: \$20 - \$150 (force feedback)
- Average Game Price: \$35-\$45

# W

ell, it was bound to happen, but 1997 marked the year that the PC finally became a full-fledged, viable gaming system. Through the advances

in the Windows 95 operating

system (specifically DirectX), the advent of affordable, but powerful 3D accelerators and further explosion of the Internet, there is little question that a high end PC is easily the most powerful gaming machine on the planet.

Easily the most dramatic effect seen in the last year was caused by two things - 3Dfx Voodoo Graphics-based accelerators coupled with *GL Quake*. The combination showed developers what was possible with hardware acceleration, causing consumers to nearly

wet themselves while looking at the amazing effects and visuals provided by the combination. While there were other 3D accelerators on the market last year (and even most of this year) none of them provided the power that 3Dfx did nor did any

of them have the support from developers. Literally hundreds of games are now accelerated by this hardware and hundreds more are coming.

In other facets of PC gaming, Internet gaming service providers such as Mplayer, TEN, SegaSoft's Heat and Microsoft's Internet Gaming Zone have all taken off. While none of the services are turning any profits yet, all of them are generally seeing more than 100,000 subscribers, with thousands more joining every day. You can jump on any service and start blasting friends (or strangers) in a game of *Quake* or engage in a more cerebral game of *Scrabble*. Basically, you'll never be without someone to play with (or against) again.

All in all, the hard core gamers will be looking to the PC more and more to compliment the consoles that reside in their living room.

### STRENGTHS AND WEAKNESSES

There is no doubt about it — with mountains of RAM, a writable storage medium (hard drive), powerful CPU and dedicated 3D hardware (in the form of a 3D accelerator), the PC dwarfs every console on the market and even some arcade machines. For example, a Pentium 2 with a 3Dfx card runs Atari Games' *Mace* at more than double the resolution and a higher framerate than even the arcade machine can. We won't even compare it to the pathetic Nintendo 64 version.

As mentioned above, the age of the Internet provides players with nearly limitless partners to play with. Persistent worlds, like those of *Ultima Online*, allow players to interact with literally thousands of other people, while still providing a deep gaming experience.

Finally, the beginnings of true force feedback sticks (not like the cheap Nintendo Rumble Pak) are starting to hit the consumer space.



*Quake* and/or *Quake 2* - This 1st person shooter that redefined multiplayer action can't be missed. Couple either of these games with a 3Dfx accelerator and bask in the graphic glory that is *GL Quake*.

## MUST HAVE GAMES!!!

With over 14,000 titles and more on the way next year, it's almost impossible to pick out games that you're just gotta have, but we did our best. If you don't have these games in your library, you don't know what you're missing!



**Moto Racer** - Shift this hot little number into gear and rev up the gaming action! The first person view is as close as you can get to riding a real dirtbike without getting dirty!



**Total Annihilation** - For a bit more cerebral, but still fast-paced, action, try your hand at *Total Annihilation*. Ahh! There's nothing quite like the smell of napalm in the morning.



**Duke Nukem Forever** - 3DRealms is hoping to bring more humor to the shooting genre.



**Diablo 2** - Blizzard is hard at work on the sequel to its massively successful action RPG.



**Populous 3** - Bullfrog is at it again with the latest and greatest God sim, *Populous 3*.

## GREAT HOPE9 OF '98

With all of the new accelerator boards and other hardware goodies, plus all the hot new titles coming out in 1998, it's hard to have anything but great hopes for the PC in 1998! Woo-hoo! Vive le PC!!!

New joysticks from Logitech, CII Products and even Microsoft all promise new more immersive experiences with this technology.

On the other hand, all of this wonderful technology and flexibility does not come cheaply. For the price of a PC, you could buy every console on the market and ten games for each of them. Worse yet, once you've bought your new PC, in about six months (or less) they'll be a better one available that you'll need to run the latest games in the way they were designed. While 3D accelerators help with this problem somewhat, the lifespan for your accelerator is still probably only going to be about a year before the next incarnation shows up.

Another major failing is that PCs are still complex machines that don't always behave as you would expect. These machines still crash, have hardware conflicts, driver problems and about every other headache under the sun. Without question, the day of putting in a CD and playing a game flawlessly every time on your PC has not yet arrived.

### THE FUTURE

Next year looks to hold more of the same success for the PC. With 3Dfx readying its next generation of accelerators (Voodoo2 and Banshee) that promise a more than

fourfold increase in 3D performance again, the PC will be the most powerful toy on the block.

You should also expect to see more titles taking advantage of force feedback technologies. Finally, more and more Internet ready games will be seeking to capture time on commercial services and those sponsored by developers.

There's pretty much no denying that if you've got deep enough pockets, the future is rosy.

### THE FINAL VERDICT

The ultimate gaming rig certainly includes a PC with a 3Dfx card. While Nintendo held the title of most powerful gaming machine on the planet for a few short months, it was quickly overshadowed by an accelerated PC. Gamers seeking the biggest thrill should certainly get their hands on the biggest CPU they can and connect to the Internet for non-stop competition and action.

*if you've got deep enough pockets, the future is rosy*

### RATING

8.0

### SYSTEM SPECS:

- Pentium 2 233
- 32MB RAM
- 12X CD ROM Drive
- 4GB Hard Drive
- 3D Accelerator (3Dfx, Rendition, PowerVR or Nvidia)
- Sound Blaster Pro 16-bit sound card
- Force Feedback Joystick



**Uprising** - Commander a kid ass tank while also controlling supporting infantry, bombers, fighters and other tanks while building up your citadels. Tons of fun.

**Bladerunner** - Fans of *Resident Evil* will wet themselves when they see what Westwood studios has done with the 3D adventure genre!



### MUST AVOID

**A Fork in the Tale** - What can we say? Here's a game that features Rob Schneider, the star of *Man Behaving Badly*. The connection with mainstream sitcoms should be enough to put you off this title.

# PICK A

## (HEY, IT'S CHRISTMAS.)

"Tekken 2 is the best...no contest."

-Game Players August '96

"Tekken 2 is THE can't-miss PlayStation game of the year!" - Game Players September '96

"This game is a must buy for anyone who owns a PlayStation (novices and fanatics alike)." - PS Extreme September '96



鉄拳  
TEKKEN 2

# FIGHT.

## PICK TWO.)

"Soul Blade heads the early list for best fighting game of the year." - GameFan February '97

"...no gamer should be without this: the most spectacular fighting game ever to grace a console." - GameFan March '97

"...it's simply the best 3D fighter on the PlayStation." - Video Game Advisor February '97



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# [SEGA SATURN]



THIS IS TRULY THE SATURN'S LAST STAND, BUT IS IT ENOUGH?

## INSTALLED BASE:

- 1.4 million (US)

## NUMBER OF TITLES:

- 200

## PRICE:

- Hardware - \$149.99
- Controller - \$19.99
- Games - \$49.99

**N**ow, in what has to be seen as Sega's worst year since the ill-advised launch of the 32X, the videogame giant saw its Saturn continue to lose support from consumers and developers. Now, nearly three years after the launch of the Saturn, the system is clearly in last place in both the U.S. and Japan. What this means to Saturn owners or those looking to buy a Saturn is that the number and quality of games just isn't available, since no major third-parties are signed up to do anything on the Saturn.

Last Christmas, Ultra GP talked with Sega about doing a story on their attempted comeback in the following year, and the people at

Sega actually told us that there wasn't really a story. In retrospect, they were absolutely correct. Sega suffered major setback after major setback throughout '97. First off, they were the last system to finally drop to a selling point of \$149, not making the move until months after Sony and Nintendo. Then, Sony's exclusive deals with *Final Fantasy VII* and, more importantly, *Tomb Raider 2* ensured another year in which all of the big games are on the other systems.

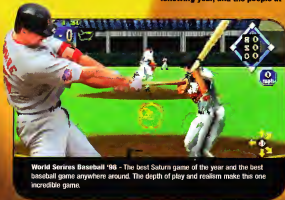
The only real talk about Sega these days is about its plans for a future system, since it's quite obvious that this system is on its last lap.

## STRENGTHS AND WEAKNESSES

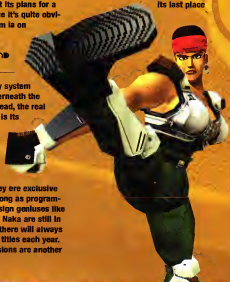
The strength of any system isn't enclosed underneath the plastic casing. Instead, the real power of a system is its software. Sega's main strength remains that it still produces some of the best original titles on the market, and they are exclusive for the Saturn. As long as programming and game design geniuses like Yu Suzuki and Yuki Naka are still in Sega's camp, then there will always be a few landmark titles each year. The arcade conversions are another

bonus for Saturn owners, but as Sega's arcade games are all moving to the advanced Model 3 board, there is virtually no possibility that any of the games will make an appearance on the Saturn. Still, with top-notch games like *World Series Baseball '98* and *Fighter's Megamix* already out, and stunning new games like *Burning Rangers* on the way, the Saturn still has plenty of entertainment to offer.

Oddly enough, the strength of the Saturn is also one of its most glaring weaknesses. While a few 'A' titles come out each year, the rest of the year sees very few games, period. Because of its last place



**World Series Baseball '98** - The best Saturn game of the year and the best baseball game anywhere around. The depth of play and realism make this one incredible game.



## MUST HAVE GAMES!!!

While the number of must-have games has indeed decreased over time, the Saturn still does offer great gameplay with titles you can't play anywhere else. If you've got a Saturn at home, you need to have these games in your library!



**Shining the Holy Ark** - With a first-person perspective and lots of dungeons and forests to explore, the next installment of the Shining series looks like a winner!



**Last Bronx** - Sega's arcade fighter has that classic arcade feel and typical Sega depth. Plus, it has loads of killer weapons.



**Burning Rangers** - Likely to be one of the best games of '98, this title could finally show that the Saturn can do fire transparencies.



**World Series Baseball '98** - The best baseball game on the planet is likely to come back on the Saturn for one more year.



**Virtua Fighter 3** - If the Dural can pull off an arcade-perfect translation of Virtua Fighter 3, Sony and Nintendo could be in trouble.



status, big third-parties like Namco, Eidos, and Electronic Arts aren't making games for the Saturn, leaving the library of Saturn games very thin. Essentially the Saturn has almost nothing of note, besides driving and fighting games. The reason the Saturn is in such a bad way right now is because the Saturn, while just as powerful as the PlayStation, remains a hard system to program for that generally doesn't produce games that look as nice as those on the other systems.

#### THE FUTURE

Unfortunately, the Saturn's future isn't bright. In fact, most industry people agree that '98 is the last year of the Saturn. However, that doesn't mean Sega is throwing in the towel. Actually, Sega is hard at work on its new Dural system, which is rumored to be a 64-bit CD-based machine that utilizes the Power VR 3D technology. While Sega is still quite quiet on the subject, most people tend to feel that Dural will launch either the end of '98 or

the summer of '99 with killer titles like *VF3* and *Super GT Racing* to lead the way. If Sega can get out the development kits now and get a solid third-party base, then a timely launch of Dural could propel them back into the thick of the videogame industry. Until then, Sega fans and Saturn owners will have to get by on the two or three awesome titles that come out each year.

#### THE FINAL VERDICT

There is still no denying that the Saturn has two or three of the best games on any system, but the lack of titles and support makes the Saturn the least viable choice of any of the systems. Here at the office, we have all of the systems, and while we ignore the Saturn most of the year, once that killer title (aka *WSB '98*) comes in, the Saturn is a busy machine.

#### RATING

5.0

## GREAT HOPES OF '98

Will the Saturn survive or will the Dural retire it? That question is best answered by the quality of the games debuting for each system next year. It's likely the greatest hope of all is buried in the hearts of Sega fans everywhere.

### SYSTEM SPECS:

#### CPU

- 32m Hitachi SH-2 RISC chips operating at 33Mhz

#### MEMORY

- 16Mbits main RAM
- 16Mbits VRAM
- 8 Mbits sound RAM
- 32 K SRAM with battery backup
- 512 K boot ROM

#### GRAPHICS:

- VPE processor handling sprites, polygons and geometry
- 512 K boot ROM VPE processor handling backgrounds
- Five simultaneous planes with two rotation planes
- 32,000 colors from 24-bit palette
- Resolutions of 352x224 and 448x224

#### AUDIO:

- 31-bit Yamaha 44510/91 processor operating at 33.3 mhz
- 38 voices, 16 synthesis, two CPU interfaces, 16K16 sound
- 16 channel digital mixer and 128 step 16P.



**Fighters Megamix** - The greatest fighting game collection ever features characters from Virtua Fighter, Fighting Vipers, Sanka Fighter, and Virtua Cop.

**Virtua On** - This quirky match-combat game is an addictive title that is sure to please. Playing over the Netlink is awesome and even the split-screen is good enough.



## MUST AVOID

**Crow: City of Angels** - Another crap game from a crap license - assumes that the "Vier Assassin" hasn't gone away but yet. Other titles you need to steer clear of include: *Beastmasters* and *Iron Man XO War*.

# [ONLINE GAMING]

## YOU'VE GOT TO BE CONNECTED!

**N**owadays, it seems that there isn't a single game released that doesn't have some sort of Internet component. 1997 was certainly the year of the Internet Deathmatch, as players fought valiantly against one another and the ultimate enemy of any Internet gamer, latency.

A number of services popped up who thought they could win the latency war through large investments in bandwidth, servers and, of course, content. TEN was the first to launch, followed closely by Mplayer. Both services were almost immediately overshadowed in terms of subscribers by Microsoft's Internet Gaming Zone. SegaSoft's Heat service only recently launched, but it looks to be the best of the bunch, in terms of technology and vision. It has a much larger marketing budget than almost any of the other services and has seen a dramatic rise in subscribers.

### WHAT'S NEXT...

SegaSoft also has some amazing

new games in development using its 'transactor' technology. This technology will create what SegaSoft is calling a 'collectible economy' similar to the way the *Magic: the Gathering* card game works. Players will purchase (or win) booster packs that contain

LEDOs (Limited Edition Digital Objects) that

will function within its games.

It may be a special bazooka for *Vigilance*, a new spell for *Sikes* or potentially a new type of factory for *Tomb*.

In other online gaming news, other persistent environment games such as 300's *Meridian 59* and, more recently, Origin's *Ultima Online*, have become all the rage. The promise of existing in a world that is functioning with or without your interaction has become as much a statement of social commentary as it has a gaming experience. Virtual weddings, guilds and other social groups are as much a part of these games as finding treasure and killing monsters.

players fought against one another and the ultimate enemy: latency

### THE FUTURE

The future of online games is simple: more simultaneous players, more immersive experiences and more flexibility of actions within the games themselves. *Ultima Online* marks another milestone in that direction, but there is far more on the horizon. With this vision in mind, and sprinkling in additional interactions in the form of real time voice (like Multitude's *FireTeam*), online gaming's future is looking really cool. Now if everyone had ISDN lines or cable modems, the future really would be bright.



## WHAT'S GREAT IN '98



You get to fly. You get to cast spells and you get to build up your character. That's what *Sikes* is all about.



SegaSoft's Transactor technology will feature prominently in *Any Channel's Vigilance*.

## MUST HAVE GAMES!!!

*Quake* was the game that redefined online gaming with its wide variety of modifications and maps. If you haven't played online, you haven't played *Quake*.

It's fast. It's fun. It's wholesale carnage. It's *Command and Conquer: Red Alert*.

*Ultima Online* is arguably the most ambitious game ever created. It has forever changed the way we look at persistent world RPGs.

Combining the best elements of *Quake* and *Command & Conquer*, *Uprising* is certain to be one of the most fun and influential games of '98.

# REINFORCEMENTS HAVE ARRIVED

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Need a reason to get surround sound? You're about to flip through pages of them.





## PREVIEWS

THE GAMES THAT SHAPE TOMORROW

**R**ather than putting together another awesome previews section, we took even more time to consider the ten biggest games of the coming year. These are the titles that will shape the year of 1998, either because of technological advances, or their prominent status as 'hits' in the industry. These are the games that will make or break systems, companies, and the industry in general.

While many of these games are still behind closed doors, we present all of the inside information and any screen-shots we could get our hands on. Check out these ten games, because no matter who you are and what system you own, at least one of these games is going to alter your life (OK, maybe that's a bit dramatic).

<b>BURNING RANGERS</b> .....	PG 051
<b>DUKE NUKEM FOREVER</b> .....	PG 058
<b>GRAN TURISMO</b> .....	PG 058
<b>METAL GEAR SOLID</b> ....	PG 048
<b>RESIDENT EVIL 2</b> .....	PG 047
<b>SUPER MARIO 64 2</b> .....	PG 055
<b>TEKKEN 3</b> .....	PG 057
<b>TUROK 2</b> .....	PG 055
<b>UNREAL</b> .....	PG 057
<b>ZELDA 64</b> .....	PG 046



# 10 BIGGEST GAMES OF 1998

## Zelda

SYSTEM: NINTENDO 64

PUBLISHER: NINTENDO

DEVELOPER: NINTENDO

RELEASE DATE: END OF 1998

**Zelda  
brings  
beauty and  
wonder to  
the 64**

**T**he first tiny glimpses of *Zelda 64* seen in November 1996 have turned into batches of pictures that again and again portray *Zelda 64* as the second coming of Nintendo 64. If gamers, one year from now, were to create a graph of the games that defined Nintendo 64's early history, *Super Mario 64* and *Zelda 64* would show up like two massive redwoods in a Pygmy tree forest.

There's no doubt about it, *Zelda* will raise the level of storyline, gaming, and realism to heights of which gamers have never dreamed. Yes, it might sound like lofty optimism, but *Super Mario 64* reached beyond everyone's wildest imaginations, and *Zelda* is bound to do the same — we're confident in that.

*Zelda 64* will appear sometime in the first half of 1998 (that's as close as Nintendo will mark on it on its own calendar) on the biggest cartridge available to gamers ever, a 32 megabyte unit, more than four times the size of *Super Mario 64*.

The game, which has developed into the quintessential action-based RPG in each new rendition (four to this point), features Link's countless new abilities. A few of them include the use of vertical and horizontal sword movements, the use of a boomerang, Link's ability to run and walk, push and pull levels and walls, the ability to tame and ride a horse, and to convey a series of believable facial expressions ranging from fear, happiness, bewilderment, and anger.

A full range of cinematic sequences convey the story in a new fashion. Miyamoto and his team bring gamers into a fantasy realm like never



Here Link prepares to shoot an arrow at a little kid dressed up like a ghost for Halloween!



Few people know that Link invented the switchblade...



Link uses the can opener blade on his Swiss Army Sword to defeat the evil knight.

before. Low, impossibly close up camera angles appear in dangerous scenes, making enemies appear more overwhelming, while higher angles are meant to show Link's strength and control over the situation he encounters. Many scenes will appear from a bird's eye view. Weaving snippets and quotes from here and there, we can safely assume that gamers will have control over the camera angles, somewhat better than in *Super Mario 64*.

Anyway you look at it, it's clear that *Zelda 64* is a must have. Watch out, *Final Fantasy VII*!



The most dangerous weapon of the walking dead is the huge 'Carrot Sword'. Very crunchy!



1-3 Whether it's giant frogs, psychedelic sword fighters, or just plain old walking skeletons, Link should be kept very busy in *Zelda 64*.



1 These evil skeletons not only make fearsome adversaries, but they can play their own xylophone music while they march!  
2 Here Link contemplates the mystery of how his shadow is always attached to his feet...

# Resident Evil 2

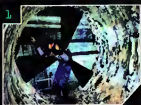
SYSTEM: PLAYSTATION  
PUBLISHER: CAPCOM  
DEVELOPER: CAPCOM  
RELEASE DATE: JANUARY



**A**lready dubbed as the biggest game of '97, *Resident Evil 2* is a full year late, but still on pace to rock gamers with the goriest game on any console, anywhere.

The original *Resident Evil* stunned gamers and journalists alike with its impressive graphics and fluid gameplay, and had a major impact in making the PlayStation the number one gaming system. For the sequel, Capcom is counting on some huge worldwide sales, which it is likely to get. With over two years of development time, Capcom has fine-tuned the 3D engine so that *RE 2* can have the same impact as the original. However, now that games like *Tomb Raider* are available, it'll be interesting to see just how *RE 2* compares.

Whether *RE2* is as exhilarating as the first or ends up being a watered down sequel remains to be seen. Either way it goes, Sony has another huge exclusive game that makes the software library of the PlayStation look unbeatable. From what we've seen, *Resident Evil 2* is once again going to shock, delight, and scare the crap out of anyone who dares play it.



1 The new engine allows for more interaction, special effects, and much smoother animation. 2 Some new screen shots of *RE2* reveal some new dark corridors and a very familiar reprieve. 3 The cinematic camera angles of the original are here to get the maximum horror out of the game.



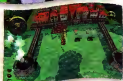
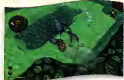
Famous Last Words: Hey, just look at these cute little guys.



Visit [www.psychosis.com](http://www.psychosis.com) and enter the Shipwreckers! Treasure Quest Strepstakes.

The upside:  
**WENCHES.**  
The downside:  
**THE PLANK.**

**T**he salt spray hits your lips as you look into the deep blue. The frigate creaks and the plank bobs. Will this be the cod? Welcome to *Shipwreckers!* Life on the high seas at its swashbuckling best. Wield flame throwers and hurl lightning bolts as you man cannoos and command great vessels under the Jolly Roger. Battle one to five other players. The rewards are great, the puzzles daunting and the excitement high—just watch your step. The plank is a cruel mistress.



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# Metal Gear Solid

SYSTEM: PLAYSTATION

PUBLISHER: KONAMI

DEVELOPER: KONAMI

RELEASE DATE: 3RD QTR 1998

**Goldeneye,  
eat your  
heart out**

Hey kids! Sign up for the CIA and get a pair of cool sunglasses like these!!



**Y**ou know, *Metal Gear Solid* is looking to be what every game hopes to be: the game that completely redefines all preconceived notions of how a game in a certain genre should be. Based upon the demos offered at various trade shows around the world (most recently the Tokyo Game Show, where it was shown by appointment only at Konami's offices), *Metal Gear Solid* offers never before seen levels of interaction for players to dispatch their opponents while accomplishing massively detailed missions.

At the same time, the game holds true to the legacy of the classic *Metal Gear* games from the days of the NES. It has loads of weapons, ranging from machine guns, pistols, grenades, missiles, and mines, to other tools of mass destruction. Also used in the game are a wide variety of items that can be used in different ways. You have binoculars that are used to scout the area. You even have trip wires and explosive charges with detonators!

Konami has also set new levels of excellence in terms of AI. Guards will run and seek help if they feel they can't handle you alone. Those same guards will perform systematic team sweeps of an area looking for your character once you've been detected. Finally, the game pushes the PlayStation hardware about as far as it ever has been, with incredibly detailed environments, brilliant explosions, amazing light sourcing and beautifully animated enemies. As an example, there



Yeah! Big explosions! WOHOHO! I just blew up this good in *Metal Gear Solid*.



Check out the firefight on the roof! That's what I'm talking about!

is a Ninja adversary that uses a cloaking technique that looks very much like the Predator device.

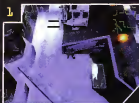
While all of this is extremely promising, Konami still won't commit to when the game will actually be available. When you ask the design team when it will ship, they'll tell you "when it's done". Asking the same question of the marketing execs, you get a slightly less nebulous answer of "we hope it's by mid '98". We're hoping it's sooner rather than later.



Detailed environments like this don't come along everyday on the PlayStation.

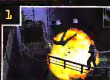


The AI works as a team against you and that makes this game one tough nut to crack.



1 Slinking along the walls and being stealthy is usually to your benefit rather than an outright confrontation.

2 Time to make a run on these guys loading the truck. 3 I hate that warm feeling when the blood comes dripping down my face...



1 Send those heathen Comings straight to hell where they belong!  
2 No, this isn't a bathroom and we hope that isn't an electrical power box he's, uh... standing by.



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# Burning Rangers

SYSTEM: SATURN

PUBLISHER: SEGA

DEVELOPER: SONIC TEAM

RELEASE DATE: END OF 1994

**Sega burns the Saturn up, but only for the insurance check**

**Y**uji Naka is at it again — creating another potential genre-defining game for release next year. His Sonic Team is employing the power of last year's *Nights: Into Dreams* 3D graphics engine, tweaking it for a new game design, and calling it the Saturn's next big hit. But it's not for Sonic or an entity in long purple underwear. It's for a new idea called *Burning Rangers*.

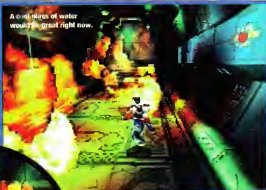
You'd think that Naka and Sonic Team would go back to their roots and give the hedgehog one hell of a send-off into 32-bit land, but for creative reasons, Sonic Team has handed the Sonic reigns over to the capable hands of Traveller's Tales.

Sonic Team can now focus their energies into this one-of-a-kind fire-fighting title. Conceptually, it's a stretch from the team's previous efforts, but Yuji Naka is known for different game premises and he's set out to repeat his past successes with *Burning Rangers*.

It's also a perfect showcase for the Saturn's autumn years. The fire can finally show that the system is capable of transparency and believable light-sourcing effects in a 3D environment.

Sega of America has made it known that it's concerned more with catering to the existing userbase than gaining new Saturn gamers, which gives *Burning Rangers* the potential for a heavier impact. Not only this, but since Sonic Team is a Sega property, you're not going to find this game anywhere

A cool splash of water would be great right now...



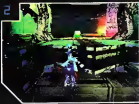
The only way to the door is through the flames.



Thank God for asbestos!



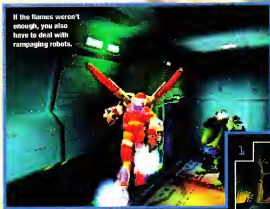
Mmm... something smells good.



1 These buildings are huge. Careful or you'll get lost. 2 Hang in there, baby. These floors are pretty darn weak. 3 Fire: first you respect it, then you extinguish it.



3 Not stuff, coming through... 2 Not quite as sexy as Lara Croft, but it'll do.



If the flames weren't enough, you also have to deal with rampaging robots.

WHICH ONE of these THREE CARS  
WOULD YOU RATHER be DRIVING?



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# Super Mario 64 2

SYSTEM: NINTENDO 64

PUBLISHER: NINTENDO

DEVELOPER: NINTENDO

RELEASE DATE: 3RD QTR 1998

Everyone's favorite plumber is back and this time he's bringing Luigi with him!



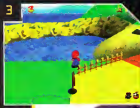
**E**ven though Nintendo holds most of its game development secrets tightly, the company's chief game designer, Shigeru Miyamoto, always manages to give us just enough to make his worldwide fans water at the mouth.

A few months back, Miyamoto disclosed a handful of facts about *Super Mario 64 2* that stunned most gamers. The sequel to *Super Mario 64* won't appear on cartridge, but will instead arrive on disk on the 64DD, Nintendo's upcoming add-on peripheral.

The second fact Miyamoto brought us was that his development team and he were on track to make the disk-game two-player, and the second player would be none other than Mario's brother, Luigi.

What more could we ask for? We suspect *Super Mario 64 2* will include a gamut of benefits the first game didn't, like a greater variety of textures, more emotional facial expressions, and, because of the 64DD's read-write characteristics, future add-ons that will increase this sequel's longevity.

Without much more of a peep since that one shining moment, Miyamoto and Nintendo have said almost nothing more about the game, with the exception of hinting that it'll arrive in mid- to late-1998. We should get the game three to six months later than that. Hopefully...



1 Gamers everywhere are wondering how big a part Yoshi will play in the sequel. 2 Here's Mario and his long unpublished brother, Luigi! 3 And what Mario game would be complete without water? Why, water is practically a Mario trademark!



Will the 64DD be the only way gamers will be able to get their hands on *Super Mario 64 2*?

# Turok 2

SYSTEM: NINTENDO 64

PUBLISHER: ACCLAIM

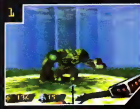
DEVELOPER: IGUANA ENTERTAINMENT

RELEASE DATE: JULY

This early mock-up of a logo is the only physical evidence of *Turok 2*'s existence.

**E**ver since the launch of *Iguana's* beastly N64 title, there have been persistent rumors about an upcoming sequel. Originally many people indicated that *Turok 2* would be from the third-person perspective and that it would be using the N64 hi-res mode. As with many rumors, both of these are completely false.

Because Acclaim is relaunching the original *Turok* this Christmas, they are being very tight-lipped about the anticipated sequel. What we do know is that the game will feature a modified version of the original engine which, according to our sources at Iguana, looks '(bleeping) incredible'. The polygonal characters are going to be much smoother due to a new mesh technology Iguana used in *OBC 64*. The new technology allows for rounded joints so the characters won't break up and will look more realistic. The game is still going to be a first-person shooter and will fully support the Rumble Pak. It's not hard to imagine how cool it would be to have vibrating ground as the giant dinosaurs roll by. Plus, since all of Acclaim's other games include four-player capability, we feel a battle mode is also going to be included. We can't wait!



1 The modified engine is likely to extend the fog distance and maybe even get rid of that damned stuff altogether. 2 Expect some amazing new weaponry in *Turok 2*, for you and your enemies! 3 With new technology, the enemy's jaws will be smooth.



Taking a tip from *Goldeneye*, Iguana is working hard on increasing the textures in *Turok 2*.



# THIS COULD



Okay, so you're flying through the city of San Francisco hitting a heart-pounding speed of 160 mph. But up ahead is Lombard Street — famous for its many curves.



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are shortcuts. Hidden keys to help you find cool cars and even more shortcuts. And, of course, speed, air and totally awesome crashes. So bring home San Francisco Rush today. It won't hurt as much as you think.

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"What makes San Francisco Rush a great game is it's pure, raw, unadulterated fun."

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"San Francisco Rush is a game that's all about air. Not hot air...but real air."

Game Informer Magazine



# Tekken 3

SYSTEM: PLAYSTATION

PUBLISHER: NAMCO

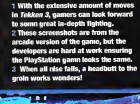
DEVELOPER: NAMCO

RELEASE DATE: AUGUST

**W**ell, including *Tekken 3* as one of the biggest names of '98 is a disappointment to gamers who had hoped it would be out by 1997. However, the fact is that Christmas '97 will be the first Christmas in three years without a new *Tekken* game for the PlayStation.

On the bright side, *Tekken 3* is one of the best arcade fighters in years and the developers at Namco are promising an arcade perfect translation. With all of the hidden characters, new 3D backgrounds, and balanced gameplay, *Tekken 3* is set to become the best PlayStation fighting game ever. This monster hit is certain to save the PlayStation from a drought of fighting games.

*Tekken 3* is important for two very big reasons. First, it will no doubt push the PlayStation to new technical and graphical standards. Secondly, *Tekken 3* is set to give the PlayStation the best fighting game on any system and is just another reason for consumers to choose the PlayStation.



1 With the extensive amount of moves in *Tekken 3*, gamers can look forward to some great in-fight fighting.  
2 These screenshots are from the arcade version of the game, but the developers are hard at work ensuring the PlayStation game looks the same.  
3 When all else fails, a headbutt to the groin works wonders!



A fight breaks out in an oil refinery, which happens in real life all the time! No, really...

# Unreal

SYSTEM: PC

PUBLISHER: GT INTERACTIVE

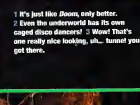
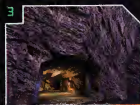
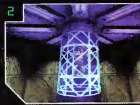
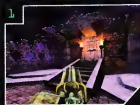
DEVELOPER: EPIK PIGGAMES

RELEASE DATE: Q3 Q4 1998

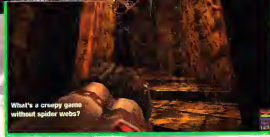
**W**hile probably picked to be one of the most influential games of 1997, unfortunately *Unreal* is simply much later than expected and is likely to be nearly a year later than the Q2 '97 release that was originally promised. Being positioned as a 'Quake-killer', *Unreal* is one of the few engines that looks like it has what it takes to more than compete with Jon Carmack's masterpiece. While it has taken a page from *Quake* and other competitors, it remains one of the better playing games in the genre.

The advent of an extremely advanced, but simple to use editor, in addition to a powerful scripting language, should allow people to make their own levels and modifications to the game. Expect to see loads of new modifications making use of the *Unreal* engine online.

Which brings us to another point of innovation: Internet doors. With the Internet support that's in store for *Unreal*, it's theoretically possible to chase an opponent around the world. Simply stepping through a portal on one server in San Francisco can magically connect you to another server in New York. While there are latency issues to be addressed, it's almost as if you could have a world wide web of *Unreal* servers all providing connections to one another.



1 It's just like *Doom*, only better.  
2 Even the underworld has its own creepiest alien demons! 3 What? That's one really nice looking, uh... tunnel you get there.



What's a creepy game without spider webs?

# Duke Nukem Forever

SYSTEM: PC  
PUBLISHER: GT INTERACTIVE  
DEVELOPER: 3D REALMS  
RELEASE DATE: 1st Qtr 1998



**W**hen the first Duke Nukem 3D came out, it was big — really big. People loved the wisecracking, take-no-crap character that has now become one of the most popular characters in PC gaming. With new versions of Duke Nukem 3D now coming to Saturn, PlayStation and Nintendo 64, the Duke will be even more important as the next generation of his games comes into being.

The latest version Duke Nukem Forever will be built upon the Quake 2 engine. The cartoony, sprite based characters will be replaced with polygons. It is going to be one of the first 3D Realms titles that will be using the advanced engine. It will also mark the first time that a major Internet component will be built in from the ground up for a 3D Realms title, which should allow for a complex system of Internet servers to be set up by just about anyone. Basically, the new engine and technology should provide loads of neat opportunities for the talented level and character designers at 3D Realms to repeat their success.



1-2 No, these aren't pictures from Bill's last trip to Reno, although they very well could be. 3 Oh no! Casey Jones is in for a real thrill ride when he hits this section of bad track!



While only a few screen-shots have been released for the game, it's already clear to see that 3D's acceleration is a warranted making for a pretty combination.

# Gran Turismo

SYSTEM: PLAYSTATION  
PUBLISHER: SONY CE  
DEVELOPER: SONY OF JAPAN  
RELEASE DATE: 2nd Qtr 1998

**R**umors of Sony's new racing game project began circulating toward the end of last summer. Wild tales of super realistic gameplay, exquisite graphics, high frame-rates, and over a 100 different drivable cars were met with some skepticism. After all, this is just a PlayStation game and just who's programming this mega game — God?

Well, the Tokyo Game Show in September gave the industry press its first look at Gran Turismo and the game had journalists looking behind the curtain to see if there was a Supreme Being in a flowing white robe back there. To put it more bluntly, the game was visually stunning. Gran Turismo is jam packed with incredibly detailed texture maps moving at an incredible smooth and fast rate. A fantastic array of lighting effects brings an even more realistic appearance to the graphics. A racing game this good looking isn't supposed to be possible on a home console system like the PlayStation.

The only possible areas for disappointment in Gran Turismo could be the number of tracks (which, at a rumored 11, is merely adequate) and the control and handling feel which has yet to be judged. If Gran Turismo can manage to excel in these areas, the only remaining question would be how do you top the greatest racing game ever?



1 Multiple camera angles in the Gran Turismo give players a unique view of the racing action. 2 Drive this close in real life and you'll soon have a bunch of new lawyer friends! 3 See that car way up ahead? He's gonna win... you're not.



No more nickels and dimes the competition — Sony gets serious about racing with Gran Turismo.



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# REVIEWS

## FEATURED THIS MONTH

### INSIDE THE SCOREBOOK

- GRAPHICS** How a game looks is only a small part of the formula, but an important one. Great graphics can pull the player into a world and make the experience seem all the more real. **Weighted by 4.**
- MUSIC** Again, music won't make or break a game, but if the soundtrack moves you in an RPG, or gets your heart pumping in a fighting game, it adds to the overall appeal. **Weighted by 2.**
- SOUND EFFECTS** Good sound effects can actually help you to 'feel' the game better. Just imagine how much less of an impact a heavy punch would make if it only made a small 'tick' on contact. **Weighted by 2.**
- INTERACTION** How well does the game respond to your commands? How much influence do you have over what's going on? **Weighted by 4.**
- BALANCE** Is the game childishly easy one level, then frustratingly hard the next? Does your opponent have an unfair advantage? When you want to save, do you have to walk an hour back to the village? **Weighted by 4.**
- DEPTH** Ever bought a game, fallen in love with it the first hour, only to beat it in two hours? A great game will take a long time to finish, and offer plenty of reasons to come back for more. **Weighted by 4.**
- EXTRAS** Did the game's programmers go for that 'little extra', tossing in codes, hidden items, secret screens, or other added bonuses? **Weighted by 1.**
- PRESENTATION** Does the game create a world that draws you in? Do the intro screens and menus reinforce this environment? **Weighted by 1.**
- INNOVATION** A game can be loads of fun without offering anything totally new, but the classics are always the trendsetters. **Weighted by 1.**
- RATING** The total sum of all the categories, divided by 23.



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PASS THIS TEST!



### THE RATING

The system is the result of hours of gameplay and endless toil, resulting in the most in-depth (and, uh... really complex) rating in the industry

3.0	EXTRADIMINARY
4.0-4.9	ULTRA
5.0-5.9	VERY GOOD
6.0-6.9	GOOD
6.0-6.9	AVERAGE
5.0-5.9	LACHING
4.0-4.9	SERIOUSLY FLAWED
3.0-3.9	INDIANAPOLIS COLTS

Well, how was everyone's holiday season? We've had a real good one here at UGP! We got to play all these great games, plus Bill turned us all on to his newest holiday libation: Beer Nog! We're not sure what's in the damn stuff, but it goes down easy, especially after the first four or five of 'em! Enjoy!

ARMORED CORE.....	PG 064
ARMORED FIST 2.....	PG 083
BUST A MOVE 3.....	PG 085
BUG RIDERS.....	PG 085
CRESA'S PALACE.....	PG 087
CART WORLD SERIES.....	PG 087
CLOSE COMBAT 2.....	PG 087
COURIER CRISIS.....	PG 083
CRITICAL DEPTH.....	PG 076
FIGHTING FORCE.....	PG 073
FROGGER.....	PG 086
INTELLIGENT QUBE.....	PG 084
MAGESLAYER.....	PG 082
MARVEL SUPER HEROES.....	PG 071
MASS DESTRUCTION.....	PG 085
MONSTER RANCHER.....	PG 080
NAMCO MUSEUM VOL. 5.....	PG 086
NEED FOR SPEED: U-RALLY.....	PG 072
PANDEMONIUM 2.....	PG 078
POSTAL.....	PG 082
RED ALERT.....	PG 077
RED ALERT: AFTERMATH.....	PG 082
RED ASPHALT.....	PG 086
SAN FRANCISCO RUSH.....	PG 066
SHIPWRECKERS.....	PG 084
SUB CULTURE.....	PG 079
TOMB RIDER 2.....	PG 062
UPRISING.....	PG 070
US.....	PG 083
H-MEN: TROA.....	PG 084

## REVIEW

PLAYSTATION



プレイステーション



## TOMB RAIDER 2

THIS IS WHAT HAPPENS WHEN YOU MAKE PERFECTION BETTER!

**S**he's on our cover, she's game of the year — hell, we even devoted a massive 30 pages of strategy to the lovable spelunker. Are we all under Lara's magical spell? No, that isn't the case. The fact is that *Tomb Raider 2* is just one helluva game.

The developers at Core Design managed to clean up the graphics, add more polygons, then design 18 astonishing levels that have to be seen to be believed. In the original, our fair heroine spent the majority of the adventure raiding tombs, escaping traps, and taking out wildlife. This time around, Lara takes her new and improved body to locales like The Great Wall, Venice, a sunken ship, an oil rig, snow covered Alps, and even

back into her palatial estate. What makes the levels so much better than the first game are the improved textures that are displayed in both indoor and outdoor environments.

Another big improvement for *TR 2* is the dynamic lighting. Now dark areas are lit up by gunfire and flares, but what really makes the developers at Core a special group is that instead of

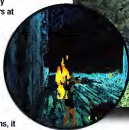
The nastiest badasses in the game have to be these guys with the wicked flame-thrower.

using the lighting for pure cosmetic reasons, it actually changes the gameplay. When Lara's exploring some dark caverns, there is no light, but

Nothing like cruising through the alleys of Venice in a sweet ride like this, and the control is killer as well.



More cinematic camera angles add to the drama.

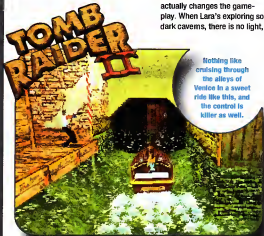


just light up a flare and she lights up the entire area around her. It's just another in the long list of amazing additions for *Tomb Raider 2*.

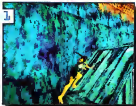
Most sequels are made for players who never played the first game at all, but often neglect to challenge those who bought and loved the original. Core has made *TR 2* a true evolution of the series that requires the use of Lara's full arsenal of moves. The increased level of challenge is for savvy *Tomb Raider* veterans, not for any Joe off the street. However, the impressive tutorial around Lara's Mansion delivers enough insight into the game for any player to pick it up. To counter the intense difficulty of the game, *TR 2* now allows you to save at any point (as opposed to save points). At first, I thought being able to save anywhere took away some of the drama and

intensity of searching for a save point, but after weaving my way through a maze of spikes, closing walls, and boulders, I decided saving anywhere is a real good idea.

A more mature Lara is now able to perform moves and use items that weren't in the original. Her wall-climb is the most



1-2 Pulling off back-flips into a slide, then jumping for a ledge are required skills for *Tomb Raider 2*. So if you don't get game, then stay away! 3-4 "You can leave your hat on!" In one of the cut-scenes, our lovely Lara changes into something more comfortable. Watch out for that shoe!



## TOMB RAIDER: THE MOVIE

The gameplay is the key to *Tomb Raider*, but after a day of frustrating adventuring it's a great bonus to get some FMV explaining the

story. Like the original, many scenes use actual game graphics, but every three or four levels you get a high-rendered Lara to gaze upon.

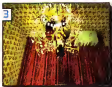
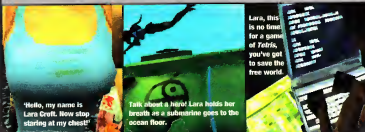


Statistics after each level make *Tomb Raider 2* the ultimate spelunking simulation, or something.

useful of her new skills, allowing for greater vertical puzzles. Lara also now has the ability to hop in a speedboat or snowmobile to help her through certain areas of the game. Not only are the graphics and animation on the vehicles incredible, but the control is better than in most racing games.

Even our Game Of The Year isn't perfect. *Tomb Raider 2* uses nearly identical music as the original (although it is still great) and some of the control issues of the original are still around. However, after it's all said and done, the only game I am willing to stay up until 6 AM playing just for the fun of it is *Tomb Raider 2*. Buy this game now and get ready for one of the most amazing adventures you'll ever experience!

MIKE SALMON



1 The grenade launcher isn't very accurate, but enemies are blown to bits when you hit 'em.

2 Shooting out the windows is an awesome addition that adds even more area to adventure through.

3 Young lady, you get down from there! How many times have I told you to stop hanging from the chandeliers?

4 The climbing gives you a nice view of her smaller butt.

Apparently all that adventuring helped the porker drop some pounds.

5 Save yourself thousands of dollars on a snowmobile and take *Tomb Raider 2* for a ride.

6 There's something so sexy about a busty adventurer with a hankering for violence.

7 One of Lara's many fans.

ALTERNATIVES  
Tomb Raider 1.5  
Resident Evil: DC 1.5

RATING

## THE LINE

## AUDIO &amp; VIDEO

GRAPHICS 10  
MUSIC 9  
SOUND EFFECTS 9

## GAMEPLAY

INTERACTION 9  
BALANCE 10  
DEPTH 10

## SPECIAL

EXTRAS 8  
PRESENTATION 10  
INNOVATION 10

9.6

REVIEW  
PLAYSTATION

プレイステーション



## ARMORED CORE

DRIVE GRANT ROBOTS, SHOOT BIG GUNS, AND GET PAID FOR IT... WHERE DO I SIGN UP?

Anyone who's a fan of giant robot anime has wished they could climb behind the control of a towering mech at one time or another. While a number of games have made the promise of fulfilling that dream, many have proven to be nothing more than elaborate tank sims. Leave it up to a relatively

obscure developer known as From Software to deliver the most refreshing console mech simulation yet in the form of *Armored Core*.

The Story? In a future controlled by massive corporations, the player assumes the role of a mercenary for hire as part of a group named Raven. Their weapon of choice?

Highly-maneuverable robots which they take into battle for whomever offers them top dollar for their services.

When it comes down to visuals, *Armored Core* does anything but disappoint. Special effects, such as

missile plumes and light-sourcing, are second to none, and the game moves extremely smoothly. Sound is slightly less impressive, with many of the sound effects lacking the 'boom' you'd expect from intense combat.

Eye candy aside, *Armored Core*'s true beauty lies in its mission structure and customization features that allow players to upgrade nearly every aspect of their mech, from head to arms to weapons and engines. Players can even customize the entire look of their mech, change its paint scheme, and apply logos. On top of this, the missions are varied, resulting in an experience that never seems to grow old.

While *Armored Core* may be an action game at heart, the element of strategy involved in determining the best gear required for each mission pushes the game past the normal confines of the genre. It's extremely smart, very well done, and if you're any fan of action games and giant robots, *Armored Core* is one mission you won't want to turn down.

BY RANDY NELSON



Armored Core's

locales range from the depths of space to these snow-covered hills.



It's not only fast; *Armored Core*'s two-player mode is extremely fun, too.



Hint: never mess with a mech that's twice your size.

## ALTERNATIVES

MedalWarrior 2 7.9  
Ali 2 Mercenaries 6.3



Solid gameplay, excellent missions, and incredible graphics... *Armored Core* has it all.



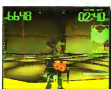
Solid colors out of style? Spruce up your mech in the paint shop.



*Armored Core*'s selection of weapons will blow your mind.



From head to toe, every aspect of your mech can be customized.



You must pass a test to join the Ravens. Fail, and it's game over.



## THE LINE

## AUDIO &amp; VIDEO

GRAPHICS	10
MUSIC	9
SOUND EFFECTS	6

## GAMEPLAY

INTERACTION	10
BALANCE	9
DEPTH	10

## SPECIAL

EXTRAS	9
PRESENTATION	10
INNOVATION	8

## RATING

9.2



**Microsoft**

Where do you want to go today?

LOSER

Most people  
enjoy the  
inferiority  
of their  
best friends.

- Lord Chesterfield

**Compete head-to-head. Surrender nothing.**

The Microsoft® SideWinder® game pad brings the action of video game play to the PC. Now, as many as four of you can play Windows® 95-based games by daisy-chaining these pads together without losing any functionality. Only SideWinder game pads do this.

Map complicated, hard-to-remember multi-button moves to a single button for execution of lethal maneuvers. And it's a perfect fit for hands of all sizes, letting you keep a solid grip and making it easier to use any of the buttons or triggers. So, the more SideWinder game pads you own, the more friends you can take advantage of.



[www.microsoft.com/sidewinder](http://www.microsoft.com/sidewinder)



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## REVIEW

NINTENDO 64



ニンテンドウ64



## SAN FRANCISCO RUSH

Woohoo! Woohoo, I tell you!!!

**H**ere at ULTRA Game Players, we have possibly the most complex rating system in the world. You name it, we factor it in: control, graphics, sound, whatever. The only thing not covered in our labyrinthine rating algorithm is fun. In this case, not having the fun factored in is a good thing, because then I'd have to give *San Francisco Rush* an 11.

There's so much fun crammed into this cartridge that it's hard to know where to start. Do you like tire-burning, brake-busting racing action? Well, *SFR*'s got that in spades! Whether you're racing against the AI

or a human counterpart, there's tons of hard driving action. Do you like hidden shortcuts and secret passageways? In *SFR*, every one of the 24 tracks is honeycombed with some of the most inventive shortcuts and secret tunnels ever seen. Are you one of those gamers who likes fantastic graphics more than game-

play? The design team for *SFR* spent hours driving all over Baghdad by the Bay, taking countless movies and photographs that were then digitized into the game. Or are

That big thing off to the right is a halftipe, where you can do all kinds of amazing tricks.



Who needs streets when you can fly? *SFR* has so much air time, it's almost a flight sim!

*San Francisco RUSH*  
EXTREME RACING



Even the demo at the start of the game is exciting!

you like me; you know, a guy who just wants to see how far a car can fly, while doing barrel rolls, before it smashes into a transit bus, resulting in a fiery explosion? Well, there's good news tonight! You can do stuff with a car in *SFR* that defies even the most fertile imagination. This game even has a halftipe for really radical drivers! Is this fun or what?

Let me get serious for a moment, though. These cars handle like a dream. The analog joystick is perfect for sliding your racer around some of the most well designed tracks ever seen in a racing game. And there's four completely different driving views, so even "behind the car view" wussies can have a good time.

Now let's talk about depth. In a lot of racing games, after you've done a few laps, you've seen it all.

This is definitely not the case with *SFR*! The options screen lets you configure the action in some very inventive ways. Take fog, for example. Some games have too little, while other games are cursed with an overabundance of the white, fluffy stuff. *San Francisco Rush* lets you decide how much fog goes in the game, from a faint mist to a pea soup that you



1 If you drive fast enough up this Chinatown hill and survive... 2 ...you'll find yourself at the entrance to the crookedest street in the world — Lombard Street! 3 What's that off to the left? A secret entrance? Wonder where that goes? 4 Oh, great... we're in the sewer... Ack!!



## THE FOG

While this fog doesn't have any long-dead, evil pirates in it, it can still be damn scary, espe-

cially at 130 miles per hour! Don't worry, though, I'm a great driver (Yeah... right... )!

1 This options screen lets you control just about every thing, even the fog, which can be real tight... 2... or a little bit heavy... 3... or a full blown airport clover! Hey, where the hell are we?



With six tracks that can be mirrored and reversed for a total of 24, *SFR* offers great depth in gameplay.

can eat with a fork (but use a spoon. You'll want to get every drop...). You can also set the intensity of the wind. In any other game, this would be a minor adjustment, but in *SFR*, where cars get more air time than Michael Jordan, it adds an immense edge to the gameplay. Take it from someone who's been blown into the Bay way too many times!

Some of the most fun I've had with this game was driving around with a friend in the split screen mode and playing a kind of chicken game, where one of us would pull off an amazing jump and then the other guy had to see if he could do it. We've killed several hours (and several sixers) doing this. It just never gets old!

Look, buy a copy of *San Francisco Rush*. This game not only rocks, it rolls damn good, too!!!

by FILL DONOHUE



Evidently, your truly was driving this car. Notice the signature burning wreck...



1 Talk about realism! Here, a semi double parks while making a delivery. 2 If you don't make this jump, you can at least check out the sleazy strip club that features 'Live, Nice Girls.' Yeah... right... 3 See this ramp? It goes straight up! Woo-hoo! 4 Roads? We don't need no stinking roads! 5 Play chicken with the transit bus, just like in real life! 6 Find enough of these keys, and you'll get all kinds of new cars. 7 If you find yourself in this position, you've done something wrong...



## ALTERNATIVES

Formula 1 CE 8.4  
Moto Racers 9.7  
Rage Racers 7.9

## RATING

9.8

## THE LINE

## AUDIO &amp; VIDEO

GRAPHICS 10  
MUSIC 9  
SOUND EFFECTS 10

## GAMEPLAY

INTERACTION 10  
BALANCE 10  
DEPTH 10

## SPECIAL

EXTRAS 10  
PRESENTATION 9  
INNOVATION 9

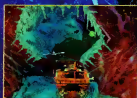
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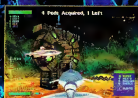
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GAME MODES.



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HULL-CRUSHING ENVIRONMENTS.



PRANKA SWARMS, MAGNETIC SUCKERS,  
DEPTH CHARGES AND MORE.

This is what they really mean when they talk



LOCKJAW

about totally immersive gameplay. Take a dip in



ARMAGEDDON

these sub-infested waters for a spot of nuclear

fishin'. 12 subaquatic psychos want to send you



BOTTOM LINER

down and they've got the torpedoes to prove it.

Don't worry, you'll know you're in too deep

when the water pressure caves your head in.



STALINGRAD

Looks like you're in deep, ship.

FROM THE DEVELOPERS OF TWISTED METAL™  
JET MOTO™ AND WARHAWK™



ARCHIMEDES



LA GRIFFE



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## REVIEW

PC CD-ROM

コンピューターゲーム

## UPRISING

## UPRISING

IF YOU CAN THINK FAST ON YOUR FEET, HAVE WE GOT A GAME FOR YOU

Every once in a while, a game comes along that breaks all the rules, that does something no one has ever seen before, and does it extremely well. *Uprising* does exactly that. A combination of first-person action and real time strategy, *Uprising* challenges your brain as well as your reflexes.

The backstory has something to do with a rebellion fighting an evil Imperial oppressor. It reads pretty well in the manual, but doesn't affect the game much. The important part is that the rebels have stolen the Imperial Wraith, a big, heavily armed and armored hover tank. The Wraith is dropped on Imperial held planets, and you drive this monster of a

weapons platform around, blasting everything in sight.

However, it's not that simple. Although the Wraith is pretty tough, the Imperial forces are way too numerous to handle alone, so as in real time strategy games, you have to build up other troops and military hardware to do the job. This is done by capturing and holding Citadel sites, points on the map from which power can be drawn and on which structures can be built. Then you drive the Wraith over to an Imperial Citadel site, teleport in the troops and tanks you've constructed, and take it out. Once captured, you can use that site to build even more troops, and take out the next site.

The game's control is nearly flawless, a combination of mouse and keyboard control that quickly becomes second nature, and can be

Still pictures can't begin to get across just how action-packed and fun this game can be.

There's a lot of variation in the terrain, from ice-bound planets to volcanic landscapes.



Onward, stalwart comrades in arms! Infantry are the only units which can take out enemy structures.

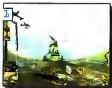


The pace is incredibly fast and the challenge is great, but if you can keep up, this is a game like no other.

equipped with a 30fx accelerator, you'll be treated to a high frame rate, high resolution display that fits the pulse-pounding pace of the game like a glove. The level of difficulty ramps up nicely, with the first missions providing a nice challenge, then becoming more difficult.

Best of all, the game supports multiplayer combat, either over the Internet or a LAN. It only supports four players at a time, but the pace is so frenetic, maybe that's not such a bad thing. In short, anyone who's at all serious about games should go out and buy this. Anyone who isn't brain dead or paralyzed won't be disappointed.

• JEFF LUNDRIKAN



- 1 Find the enemy Citadel and wipe it out as fast as you can.
- 2 Call in an air strike when things get hairy — there's nothing like a bomber to ruin someone's day.
- 3 See what I mean?
- 4 Set up anti-aircraft batteries and turrets around your own Citadels.

## ALTERNATIVES

Command & Conquer: A.S.  
Red Alert: 9.4

## THE LINE

## • AUDIO &amp; VIDEO

GRAPHICS

10

MUSIC

8

SOUND EFFECTS

9

## • GAMEPLAY

INTERACTION

10

BALANCE

9

DEPTH

9

## • SPECIAL

EXTRAS

7

PRESENTATION

9

INNOVATION

10

## RATING

9.2

セガ サターン



REVIEW

SATURN

# MARVEL SUPER HEROES

IT'S LIKE X-MEN, BUT WITH BETTER CHARACTERS!

**A**nother 2D Capcom fighter? For years, Capcom has dominated this realm with games like *Street Fighter II*, *X-Men*, and *Dark Stalkers*. And it doesn't look like things'll be changing soon.

With the tardy *Marvel Super Heroes*, Capcom is once again showing its 2D graphic ability by displaying some incredible hand drawn sprites. Using the same fighting engine as its *X-Men* title, Capcom has tweaked it mildly while adding upon the gameplay in the form of the Infinity Gems. The six gems can augment the characters' attributes in a variety of ways. This is a welcome feature which definitely adds some strategy into what is an already excellent game.

The things that still annoy, however, are the insane jumps each of the 12 characters can do. These jumps propel a character up to two screens high, leaving the other player on the ground wondering what'll happen next. Sound confusing? It is. Moves are your standard Capcom fare, but if you're a Capcom zealot, you already know that. The main reason for playing this game are all those cool Marvel characters! And that's what makes this title shine — the characters. Spidey hasn't been this animated since his *Filmation* stint back in the '70's!

So, what does this all spell out in the end? Judging from how it was received in the arcades, you'll either love or hate this title. Personally, this reviewer thinks it's one of Capcom's stronger fight-

ers. Since it is available for both the Saturn and PlayStation, this reviewer suggests you stick with the Saturn version if you've got both. The PlayStation suffers from painful loading times and slowdown, while the Saturn version loads at satisfactory times and moves along at a brisk pace. Now, where's my *Justice League* fighting game, Capcom?

• JASON MONTES



These bright flashes can only mean there's *Marvel Super Hero* action ahead! Wow!

The action in *Marvel Super Heroes* can get quite chaotic at times.



Blackheart: The cheapest fighting game character ever conceived.



The X-Men have no new moves, making them the least interesting of the bunch.



Spidey's web can temporarily immobilize an opponent like *Captain America*.



Shuma Gorath is one of the most animated fighting characters ever made.



Iron Man's projectiles are very hard to avoid unless you do a super jump.



Psylocke's 'X-Power' still does massive damage to weary opponents.

ALTERNATIVES

War Gods: 4.7  
Dark Rift: 7.5  
Street Fighter EX: 5.0

## THE LINE

### • AUDIO & VIDEO

GRAPHICS	9
MUSIC	7
SOUND EFFECTS	9

### • GAMEPLAY

INTERACTION	10
BALANCE	8
DEPTH	9

### • SPECIAL

EXTRAS	9
PRESENTATION	9
INNOVATION	5

## RATING

8.7

## REVIEW

PLAYSTATION



プレイステーション



## NEED FOR SPEED V-RALLY

HINDA LIKE CRUISE? THE STRIP IN MOM'S CAR...

**H**enry David Thoreau wrote, "The mass of men lead lives of quiet desperation." Now in our winter of racing discontent, we can safely paraphrase, "the mass of racing games have desperately failed to evolve on PlayStation." And now racing game fans can add *Need For Speed V-Rally* to the list of bland zoom-zoomers they don't want from Santa this season.

Like Activision's *Grand Tour Racing '98*, *Need For Speed V-Rally* takes you around the world to exotic locales for on and off-road rally racing. Locations vary from African villages to the English countryside, and aside from the varying topography, the visuals include weather effects and daytime, dusk, or night racing.

But despite providing a compelling sense of speed, the racing just isn't that exciting. The rally cars are

certainly more appealing to the Europeans this game was intended for, and while the physics support some superb flips during crashes, the physical control of the car is not as promising in comparison. The kind of powersliding found in *Sega Rally* is next to impossible to pull off when cornering in this game.

Which leads to *V-Rally*'s biggest flaw. The courses are narrow and twisty in design, and as the roads are drawn with textures similar to the landscape, it is not always apparent where you need to go. A copilot voice tells of upcoming turns, and an arrow appears on screen to break up the player's immersion. As you only race against four cars, the challenge lies not so much in getting ahead, but in staying on the course, since the main mode of taking over first place seems to be a friendly shove up against the driver, forcing you or your opponent off the road.

Overall, *Need For Speed V-Rally* is a lackluster racing experience. Only rally freaks need to speed here.

• TOM RUSSO

- 1 Pick from 11 official rally cars, and flip them around like this.
- 2 Like playing a Saturn game, the frame rate is decent, but the landscape is well detailed, but the graphics are a little pixelated.
- 3 The cockpit view gives you a wider look at the track.
- 4 It doesn't take much to bang the other cars off the course, so give 'em a friendly tender shove.



Of course, two player split-screen mode racing is an option.

## ALTERNATIVES

Rally Cross: 8.5  
Grand Tour Racing '98: 7.9  
Test Drive Off-road: 7.0



There are three modes of play, Championship, Arcade, and Time Trial.



Night racing on snow — a miasma of white and black that leaves you wondering where the hell you're going.



Funny, for an EA game, there sure are a lot of Ocean banners on the track.

## THE LINE

## • AUDIO &amp; VIDEO

GRAPHICS	5
MUSIC	5
SOUND EFFECTS	6

## • GAMEPLAY

INTERACTION	6
BALANCE	6
DEPTH	7

## • SPECIAL

EXTRAS	6
PRESENTATION	7
INNOVATION	5

## RATING

5.9

プレイステーション



REVIEW

PLAYSTATION

# FIGHTING FORCE

A NEW WAY TO STRENGTHEN YOUR WRISTS, WITHOUT THE RISK OF GOING BLIND!

The developers of *Fighting Force* claim that it's a revolutionary step forward for the *Final Fight* genre, but what seems more appropriate is that it's an evolution.

True, *Fighting Force* is the first game of its kind to be entirely 3D, and yes, the branching paths, variety of moves, and interactive

The cinematics don't deliver a good enough story or immerse the player like those in *Die Hard* Arcade.



Mace wants to be like Lara Croft, but this heroine just doesn't have the class of our favorite lusty lady.



backgrounds surpass anything before it.

However, none of this seems to make to much of a difference in gameplay. It's still a button-mashing affair, in which you'll pick one or two moves and use them over and over again on the hordes of attacking enemies.

The one element of the game that was done extremely well was the control and speed in a 3D environment. It's done so well that you'll hardly even notice the game is in full 3D. Essentially, the developers did such a good job

With four different characters to choose from, *Fighting Force* has plenty of ways to play the game.



1 UPS workers are back on the job and they're pissed! 2 Utilizing the slide attack is the best way to take out most enemies. 3 Explain this to me: I hit someone with a knife five times and suddenly the knife disappears? 4 Completely interactive backgrounds include the ability to beat up yuppie mobiles like this. 5 Putting off two-player combos is the best, and most original, part of *Fighting Force*.

maintaining that 2D feel, that they never really take advantage of the 3D engine.

Everything else about *Fighting Force* feels and plays nearly identical to games like *Streets Of Rage* and, while these are fun games, it certainly doesn't make the game revolutionary. A typical stage-to-stage fight against three or four baddies at a time eventually leads up to showdowns with boss characters. True to the classic style of gameplay, the bosses all have patterns which you must figure out in order to get past them.

The completely interactive backgrounds allow you to use a veritable cornucopia of different objects for bludgeoning. The developers have even included several explosive weapons. The problem with this is that it isn't anything new. Wouldn't it be a nice change if you could pick up items like guns and hold onto them from level to level, choosing when to use them? Instead, you have only three shots, which must be used right away and don't do that much more damage.

The two-player game is a blast and the arena battles are a nice extra, but in the end, *Fighting Force* doesn't do enough new stuff to move this tired genre forward.

MIKE SALMON



ALTERNATIVES

Die Hard Arcade 6.2  
Perfect Weapon 4.7  
Time Commando 6.9

## THE LINE

### AUDIO & VIDEO

GRAPHICS 8  
MUSIC 9  
SOUND EFFECTS 8

### GAMEPLAY

INTERACTION 9  
BALANCE 7  
DEPTH 7

### SPECIAL

EXTRAS 8  
PRESENTATION 6  
INNOVATION 8

RATING

7.8

# READY TO WEAR

FOR THE PLAYSTATION™ GAME CONSOLE

*" Reality Quest's The Glove...  
will change the way you  
play games."*

- **GamePro**  
July 1997

*" The Glove does  
give the dedicated  
gamer a competitive  
control advantage."*

- **Ultra  
GamePlayers**  
July 1997

*" The coveted Glove  
is a truly revolutionary  
controller."*

- **PSM**  
October 1997



## the VIDEO GAME CONTROL GLOVE

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## REVIEW

PLAYSTATION



プレイステーション



# CRITICAL DEPTH

THINK OF IT AS TWISTED METAL UNDERWATER

**S**ingletac has found a successful gaming concept and has adapted it nicely for a whole new game. Instead of creating *Twisted Metal 3* right away, the company took the concepts of that title to a new direction in the underwater shooter — *Critical Depth*.

The goal is to collect all five special pods hidden in a level before an opponent does. Each match pits several unique underwater craft against each other in battles to



The whimsical character and vehicle design from *Twisted Metal* is seen here.



Professor Armstrong bears a suspicious resemblance to Indiana Jones.



collect these pods. The individual craft are designed similarly to those in *Twisted Metal*, with unique weapons for each submarine.

The control is tight and responsive, which allows players to focus on shooting down anything that moves.

One feature that adds to the action is a particularly strong soundtrack. This music increases both the tension and excitement level of the

This underwater city was on dry land before El Nino hit.

action, which is the most you can ask of a soundtrack. The



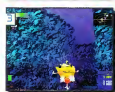
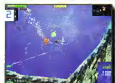
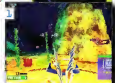
The level designs are simple, but the environments are huge.

graphics are where this game falters.

The vehicles and characters are well designed, and innovative, but they don't look very awe inspiring in action. Also, the special effects for explosions and weapons fire are bland and lifeless, which takes away from the impact of major battles. Finally, the textures are not very appealing, and the seams between these textures pop up from time to time.

This title will appeal to fans of the *Twisted Metal* series, but those who aren't already interested in the series won't be very impressed.

• DAN EGGER



1 If you get hit by weapons fire, you might lose the pods you've collected.

2 A single free pod commands a serious amount of attention.

3 These narrow passages host many a vicious battle.

## ALTERNATIVES

Sub Culture 6.8  
Treasures of the Deep 8.0



Once all the pods are collected, players exit through these massive portals.

## THE LINE

### AUDIO & VIDEO

GRAPHICS	7
MUSIC	9
SOUND EFFECTS	9

### GAMEPLAY

INTERACTION	8
BALANCE	7
DEPTH	6

### SPECIAL

EXTRAS	4
PRESENTATION	8
INNOVATION	4

## RATING

# 7.0

プレイステーション

REVIEW

PLAYSTATION

# C&C: RED ALERT

THIS IS MORE THAN JUST A PREQUEL!

**Y**ou know, *Red Alert* is the perfect example of how a PC to console port should be handled. Everything that plagued the PSX version of *Command & Conquer* has been remedied, and that's a good thing, because it displays that Westwood Studios is listening to its consumers and is not just after the all mighty dollar.

Taking place in the early 40s, *Red Alert* asks the question: What if Einstein created a chrono-placement device that allowed him to travel back into the past and prevented Hitler from starting World War II. The

answer is the game itself. Instead of Germany coming into power, it's a brutal face off between Russia and the rest of Western Europe. It's up to the player to once again choose sides and determine the outcome. A wide variety of exotic weapons, ranging from teleportation devices to nuclear weapons, are available to both sides. And as the story unfolds, the player will soon see how the forces of the GDI and NOD evolve from the ashes. A very appropriate setup for what will become *Command & Conquer*.

Running at 60 frames per second and at high resolution, *Red Alert* boasts some incredible on-screen battles, not to mention unit animation. All the patented unit voices have been kept intact, meaning that players will still shudder when a Tanya (*Red Alert* is lurking nearby. And Frank Klepacki,

Westwood Studios' in-house maestro, once again shows off his musical prowess with

a fantastic soundtrack ringing with industrial/techno/hip hop tunes.

Perhaps the two things that set *Red Alert* apart from last year's *Command & Conquer* is its multi-player and mouse support. Yes, it may be true that a majority of PlayStation owners may not have a link cable or mouse, but at least the developer went out of its way to throw in these features. And this is what makes this title so excellent. Commitment and quality - something that's been missing from a lot of PlayStation titles this year.

by JASON MONTES



Base structures should be spread far apart to avoid possible nuclear strikes.



*Red Alert* relies on a fine mix of resource management, offense, and defense.



Mammoth tanks are tough, but can be overrun by groups of small fire teams.



One Tanya can obliterate an entire base by herself.

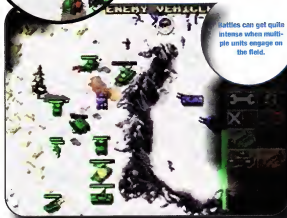


The Soviets have an excellent air force, while the Allies excel in the naval department.



Any number of units can be commanded at one time.

Battles can get quite intense when multiple units engage on the field.



## THE LINE

### AUDIO & VIDEO

GRAPHICS	9
MUSIC	10
SOUND EFFECTS	10

### GAMEPLAY

INTERACTION	9
BALANCE	7
DEPTH	10

### SPECIAL

EXTRAS	10
PRESENTATION	10
INNOVATION	7

## RATING

9.0

## ALTERNATIVES

Syndicate Wars: 6.0  
X-Com: Apocalypse: 7.3  
McG: Battlerage: 5.0

## REVIEW

PLAYSTATION



プレイステーション



# PANDEMONIUM 2



LAST YEAR'S HIT RESURFACES WITH MORE MOVIES AND BIGGER... UM... CURVES

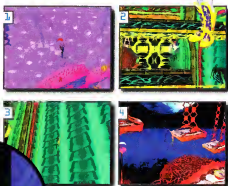
With all the sequels surfacing in this year's final quarter, *Pandemonium 2* comes as no surprise. The original sleeper hit from late '96 feels poised to capture the hearts of 2 1/2D platform fans once again. Crystal Dynamics has revved up the appearance of not only the game's graphics, but the formerly elfin Nikki to vamp status. With top quality light-sourcing and the return of the original's lush 3Dish backdrops, the graphics seem to pale in comparison to the overhaul of Nikki's physique. While this feature weighs little

on the gameplay, it must be mentioned for the mere fact that so much of the game's attraction and presentation rests heavily on the appeal of the busty heroine.

Aside from the above babble, *Pandemonium 2* remains a solid game. With a funky new techno soundtrack, there are more than enough levels and variations to puzzle past platform gamers. The inclusion of multiple paths is an interesting twist to the original's level structure, leading the gamer on a sometimes quite confusing quest to hunt down all the treasures. You'll need to navigate through some fairly complex avenues using your character's new grappling and ducking techniques in order to find them all. But *P2* has become a much more difficult game to master. Although the game's engine hasn't really been completely overhauled, the developers seem to have renovated the obstacle course, planting new challenges that serve to test the player's abilities and push them to the limits at times. And with the stubborn auto-camera angles, your character can sometimes be difficult to spot on the massive and colorful screen. While this may compromise some of the fun, *Pandemonium 2* does provide enough solid gameplay to make the player feel that his quest is worthwhile. Platform fans should rejoice.

FRANCESCA REYES

- 1 Level designs as well as back-grounds consistently change from stage to stage.
- 2 Nikki's, uh... 'personality' will be her main attraction.
- 3 One drawback to the auto-camera angles in *Pandemonium 2* is the minuscule size of your character. Is that Nikki jumping or a falling sprig of parsley?
- 4 Your character's hang and climb techniques will come in handy to reap all the treasures from each level.



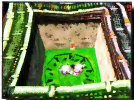
Beautiful lightsourcing and an abundance of 'angles' to show it off are a graphical highlight of the game.

## ALTERNATIVES

- Crash 2 9.1  
Disney's Hercules 7.2  
Mischievous 7.0



Nikki's close-ups are extraordinary, as are Fargas' (like any of you guys care!)



The worlds contained within the game are very complex at times, requiring a little exploration and backtracking.



The game's main engine and structure haven't been necessarily reworked, but the graphics have been nicely cleaned up.

## THE LINE

## AUDIO &amp; VIDEO

GRAPHICS	9
MUSIC	8
SOUND EFFECTS	9

## GAMEPLAY

INTERACTION	9
BALANCE	7
DEPTH	8

## SPECIAL

EXTRAS	7
PRESENTATION	8
INNOVATION	6

## RATING

# 8.1

コンピューターゲーム



REVIEW

PC CD-ROM

# SUB CULTURE

PLAYING 'SUB COMMANDER' IN THE BATH TUB WILL NEVER BE THE SAME...

The undersea adventure genre has come a long way since *Aquanaut's Holiday* appeared (and rapidly disappeared) for the PlayStation. Not that *Aquanaut's Holiday* was all bad, but it's refreshing that the latest offerings seem to at least have a point. And in the case of *Sub Culture*, a beautiful

A wide variety of undersea life populates the game, but not all are friendly.

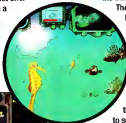


Commerce features allow the player to exchange goods for new equipment.

undersea environment and a variety of challenging missions mean that the sub-genre (Pretty punny, eh?) seems to have come into its own.

It is the exploratory nature of *Sub Culture* that differentiates it from the standard shooter.

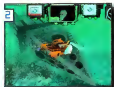
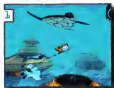
The game creates a beautiful and utterly believable underwater experience. If there is one complaint about the graphics, it is that the inability to surface prevents the player from venturing beyond the play area, disrupting the illusion of a realistic 3D environment. This is a problem common to 3D games, but running into impassable mountains underwater is more annoying than barriers encountered in other 3D games.



*Sub Culture* sets a new standard for undersea adventure games.



- 1 The environment features everything from mysterious caverns to bustling cities.
- 2 *Sub Culture* supports a wide range of 3D accelerator boards.
- 3 The external view is generally the preferred play perspective, but *Sub Culture* does offer a first person view.
- 4 Aww, who's kidding who? Any true submariner is itching for a fight.
- 5 Going down?



Beyond the beautiful graphics and immersive environments, *Sub Culture* offers gameplay that is more complex and challenging than *Treasures of the Deep* or *Critical Depth*. The missions in the game take place in an underwater world that is burdened by civil war and toxic pollution. The 3D or so different missions are challenging enough, but sometimes the events of the underwater world make things even more complicated. A rather extensive commerce feature that requires players to earn money for future missions also adds a satisfying element to the game.

The only thing that holds the game back from receiving an ULTRA rating is that *Sub Culture* is a one player game. A multiplayer option is now an indispensable feature. Considering the fact that the game is blessed with a wonderful 3D world and has subs with numerous upgrade possibilities, the failure to include even a cursory multiplayer death-match scenario is very disappointing.

Still, the burgeoning underwater adventure genre has come a long way in a short time, and despite its flaws, *Sub Culture* can definitely assume the title of genre leader for the foreseeable future.

• ROGER BURCHILL

## ALTERNATIVES

Tiger sharks 7.5  
Treasures of the Deep 8.0

## THE LINE

### AUDIO & VIDEO

GRAPHICS	9
MUSIC	8
SOUND EFFECTS	8

### GAMEPLAY

INTERACTION	9
BALANCE	9
DEPTH	9

### SPECIAL

EXTRAS	9
PRESENTATION	9
INNOVATION	9

## RATING





## REVIEW

PLAYSTATION



プレイステーション



# MONSTER RANCHER

TECMO'S VIRTUALLY PERFECT ANSWER TO THE 'VIRTUAL PET' CRAZE

**A**fter what seems like months of playing *Monster Rancher*, I can honestly say that I haven't gotten sick of it. This may seem like an odd opening line for a review, but it's true. Filled with odd curiosities and a very unique approach to resource management, this game is as good as it gets in its genre. The premise is entertaining enough: raise a monster, develop its different strengths and weaknesses through training and discipline, then instruct it through battle after battle until you can reach the top class to become an elite 'Master Breeder.'

Okay, so it sounds a little hokey, and it's guaranteed that it will come off this way to plenty of gamers. But the real niche appeal of the game lies in its immersive quality and the plethora of entertaining options that are interwoven into the actual raising of your monster.

## MONSTER RANCHER



Training Courses are expensive, but important for boosting stats and garnering juicy gossip.



The breeder book is like a pictorial tour of your figurative monster brood.

You must deal with the financial demands of schooling and feeding your monster, in addition to the monster's birthdays, and the random demands of various outside characters (an archeologist will swing by, once you reach C class, to ask your monster out on expeditions of various ruins). Your monster can acquire unique items by exploring the ruins, or he can simply pick up an odd thing or two around the ranch. There's also the opportunity to breed rare creatures once



You'll be cussing and cheering your monster through some grueling fights.

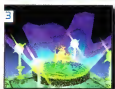


Work them, fight them, and freeze them. Hey, these monsters need a union!

you've fulfilled certain requirements.

The small, but important details that continuously surface throughout the game are enough to inspire you to reach higher classes.

The graphics and music may not figure so highly into the mix, but they serve the purpose of the game well. With nice polygonal battle sequences (wherein you can choose to control your monster or not) and an appropriately cutesy soundtrack, the visuals and audio keep the gamer focused on the task at hand. And that task is as time consuming as it is rewarding when you stumble upon something new while playing. With too many cool things to mention about *Monster Rancher* in one small review (i.e. using



- 1 Your little guy's strengths need to be cultivated to survive.
- 2 Need some cash? Cruise the bottle circuits and rake it in.
- 3 *Monster Rancher's* coolest feature will have you playing in disc after disc to create the perfect beast.

any old CD in the Shrine to discover strange and unusual creatures, pitting your monster against a friend's, etc.), the game deserves to attract a whole new audience to the niche gaming genre.

by FRANCESCA REYES

### ALTERNATIVES

Princess Maker 2 9.0  
Real Fishing 6.3  
Graduation 8.5

### THE LINE

#### AUDIO & VIDEO

GRAPHICS 8  
MUSIC 8  
SOUND EFFECTS 9

#### GAMEPLAY

INTERACTION 9  
BALANCE 10  
DEPTH 10

#### SPECIAL

EXTRAS 10  
PRESENTATION 10  
INNOVATION 10

### RATING

# 9.2

# SHEAR TERROR



It's one thing to take a bullet like a man but how does one take 3-foot long, razor sharp scissors? How will you avert decapitation and keep your entrails from spilling out over the kitchen floor? This will surely be your fate unless you can outwit Norway's most lethal killer—Scissorman. You'll have to become a master of stealth and deception to avoid being cut to ribbons in this blood-soaked horror adventure.

- ♥ Five playable characters and ten different endings for super-extended replay value.
- ♥ Amazingly detailed, horrific graphics and special effects.
- ♥ Bone-chilling sound effects.

So grab your copy of *Clock Tower™*, turn out the lights, and pray.

## CLOCK TOWER™



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## MAGESLAYER

- GENRE: Action
- PLAYERS: 1 to 36
- PUBLISHER: GT INTERACTIVE
- DEVELOPER: RAVEN SOFTWARE
- RATING: B
- U.S.R.P.: \$44.95

**R**aven Software departs from its *Hexen* and *Hexen II* legacy with *Mageslayer*, a Gauntlet-like, top-down shooter. Choose from Warlock, inquisitor, Arch Demon and Earthlord, each with its own unique attributes and spells, and spill buckets of blood as you fight your way through

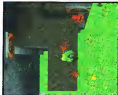


Anybody up for toast? *Mageslayer* is blood and gore at its best.

dungeons, sewers and fiery pits. *Mageslayer* is a traditional game in a lot of ways: familiar gameplay, gothic theme, tried and true puzzle solving. With a 3D multi-tiered world, 16-

player online play, and stunning 3DFX enhanced graphics, this title adds a lot to the genre and makes for one fun game.

### RICK SANCHEZ



Nothing like a little green fire shooting out of your arms to lay waste to evil.

### RATING

#### AUDIO/VIDEO

GRAPHICS	9
MUSIC	8
SOUND FX	9

#### GAMEPLAY

INTERACTION	7
BALANCE	9
DEPTH	8

#### SPECIAL

EXTRAS	7
PRESENTATION	8
INNOVATION	7

**8.2**

## CBC: RED ALERT - AFTERMATH

- GENRE: Strategy
- PLAYERS: 1 to 8
- PUBLISHER: VINGEN
- DEVELOPER: WESTWOOD
- RATING: KA
- U.S.R.P.: \$29.99

**A**fter dropping the ball on its last add-on, Westwood Studios has returned with an expansion that takes the core game of *Red Alert* to new heights.

The game is now extremely balanced, thanks to the inclusion of new units such as shock troopers and Tesla tanks. Plus, all the new units can be used in multiplayer games as well. Finally, the offering of new solo missions and multiplayer maps are sure to keep even the most burnt out *Red Alert* junkie coming back for more. Don't miss this one!

### JASON MONTES



The new units do more than blow things up — they also balance the game.

### RATING

#### AUDIO/VIDEO

GRAPHICS	8
MUSIC	10
SOUND FX	10

#### GAMEPLAY

INTERACTION	9
BALANCE	10
DEPTH	10

#### SPECIAL

EXTRAS	10
PRESENTATION	10
INNOVATION	8

**9.4**



## POSTAL

**Y**ou're the misunderstood stranger in a new town where everyone else has gone insane. What's a fella to do? Kill everyone. Although it's an isometric view shooter, *Postal* plays like a first person game. The single player levels are good, but *Postal*'s multiplayer levels shine with up to 15 other lunatics on the prowl. The atmosphere is suitably creepy, with nasty locations like trailer parks and junk yards. Unfortunately, *Postal*'s sound effects are mediocre at best. Despite its flaws, *Postal* is a refreshingly different game.

### RICK SANCHEZ

- GENRE: Action
- PLAYERS: 1 to 16
- PUBLISHER: REDWOOD
- DEVELOPER: RUNNING WITH SCISSORS
- RATING: M
- U.S.R.P.: \$34.99



*Postal* offers a nice alternative to the first person gorefests that are currently the rage.

### RATING

#### AUDIO/VIDEO

GRAPHICS	9
MUSIC	7
SOUND FX	8

#### GAMEPLAY

INTERACTION	7
BALANCE	9
DEPTH	8

#### SPECIAL

EXTRAS	8
PRESENTATION	10
INNOVATION	7

**8.1**



## COURIER CRISIS

- GENRE: Action
- PLAYERS: 1
- PUBLISHER: GT INTERACTIVE
- DEVELOPER: NEW LEVEL SOFTWARE
- RATING: T
- M.S.R.P.: \$49.95

**F**orever the bad boys of the courier business, bike messengers are seen as cool and rebellious. However, all *Courier Crisis* will ever be seen as is crap. Pick up packages from the suits on busy streets and deliver them a few blocks away. This is more difficult than it sounds, but only because the control is terrible and stiff. The developer's idea of challenge in *Courier Crisis* is to place the pick-up and delivery spots farther apart from level to level, while increasing the amount of cars and pedestrians on the road. Add disgusting graphics to this mix and you've got one dog of a game.

● ADAM DOUGLAS



You sure can jump high Too bad you still have to play the game when you hit the ground.

### RATING

#### AUDIO/VIDEO

- GRAPHICS 2
- MUSIC 2
- SOUND FX 3

#### GAMEPLAY

- INTERACTION 2
- BALANCE 3
- DEPTH 3

#### SPECIAL

- EXTRAS 4
- PRESENTATION 4
- INNOVATION 4

27



## ARMORED FIST 2: M1 A2 ABRAMS

**J**ust a few months ago, NovaLogic's Voxel Space 2 technology gave its PC games an impressive graphics edge, but these days, with the proliferation of hardware accelerated games, titles like *Armored Fist* merely look nice rather than exceptional.

*Armored Fist* plays more like a shooter with some nice simulation elements rather than a full blown tank sim. This places *Armored Fist 2* in rather a precarious position. It's a tank game that doesn't really appeal to sim freaks and it may be a bit slower than arcade gamers may like. Still, if you fall somewhere between those two categories as a gamer and you like military-themed games,

*Armored Fist 2* offers enough depth and mission variety to warrant a thorough playing.

● ROGER A. MCNILL



*Armored Fist 2's* gameplay feels more shooter than sim.



The rendering technology is impressive, but looks somewhat dated.

### RATING

#### AUDIO/VIDEO

- GRAPHICS 5
- MUSIC 5
- SOUND FX 7

#### GAMEPLAY

- INTERACTION 7
- BALANCE 6
- DEPTH 7

#### SPECIAL

- EXTRAS 6
- PRESENTATION 6
- INNOVATION 7

7.8



## VS.

**T**HQ wanted to create a fighting game that more represented America than Japan in Vs., but has succeeded only in putting together a collection of stereotypes that happen to fight each other. Most of the women have short skirts that frequently fly up, exposing panties. This would be sort of cool if the control wasn't completely abysmal. The Titanic sank faster than it takes to execute a move in Vs. The movement is jerky and the polygons are big and blocky. Even the taunts are terrible! THQ should stick to importing Japanese games like

- GENRE: FIGHTING
- PLAYERS: 1 or 2
- PUBLISHER: THQ
- DEVELOPER: POLYGON MAGIC
- RATING: T
- M.S.R.P.: \$49.99

*Ghost in the Shell* and leave the fighting genre well alone.

● ADAM DOUGLAS



Hope he's wearing a cup!

### RATING

#### AUDIO/VIDEO

- GRAPHICS 4
- MUSIC 4
- SOUND FX 4

#### GAMEPLAY

- INTERACTION 2
- BALANCE 2
- DEPTH 2

#### SPECIAL

- EXTRAS 4
- PRESENTATION 3
- INNOVATION 2

2.8

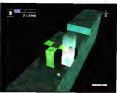


## INTELLIGENT QUBE

- GENRE: Puzzle
- PLAYERS: 1 or 2
- PUBLISHER: Sony CE
- DEVELOPER: SCEI
- RATING: KA
- M.S.R.P.: \$49.95

Every once in a while, a puzzle game comes along that is so good, it makes us forget what we ever saw in Tetris. *Intelligent Qube* is one such game.

No falling blocks here. You control a small human figure who runs across the surface of a three-dimensional rectangle. The goal? To sink the



Sink the gray blocks and you win. Sink the black ones and you're sunk.

gray cubes which flip towards you into the floor while avoiding black ones. The less flips it takes to do it, the higher your score.

It might seem like a strange concept at

first, but it soon becomes second nature. After that, you're hooked. If you're a puzzle fan, *Intelligent Qube* should not be missed.

● RANDY NELSON



Green blocks can be used for chain reactions once they're sunk into the grid.

### RATING

#### AUDIO/VIDEO

GRAPHICS	6
MUSIC	10
SOUND FX	7

#### GAMEPLAY

INTERACTION	10
BALANCE	9
DEPTH	9

#### SPECIAL

EXTRAS	9
PRESENTATION	10
INNOVATION	9

8.9



## SHIPWRECKERS

- GENRE: Adventure
- PLAYERS: 1 to 5
- PUBLISHER: Psygnosis
- DEVELOPER: Psygnosis
- RATING: KA
- M.S.R.P.: \$49.99

Fast! *Shipwreckers* is a refreshing departure from the dark and flashy, techno-backed library of Psygnosis



Occasionally you must morph your boat into a hot-air balloon to solve a puzzle.

titles. From any of several overhead perspectives, players must navigate their pirate ship through enemy waters, amassing treasures and collecting new weapons, while avoiding obstacles and battling enemy ships. Its simple, yet ambitious design is solidified with cheerful graphics, appropriate maritime music, and plenty of variation to guarantee enjoyable gameplay. Extras include power-ups that turn your ship into a hot-air balloon, and shipmates that jump overboard when your galleon catches fire. This game is proof that old genres only need to be rethought, not abandoned.

● TOM RUSSO

### RATING

#### AUDIO/VIDEO

GRAPHICS	6
MUSIC	7
SOUND FX	7

#### GAMEPLAY

INTERACTION	8
BALANCE	9
DEPTH	6

#### SPECIAL

EXTRAS	7
PRESENTATION	9
INNOVATION	7

7.9



## X-MEN: THE RAVAGERS OF THE APOCALYPSE

- GENRE: 1st Person Shooter
- PLAYERS: 1 to 16
- PUBLISHER: MIZARD WORKS
- DEVELOPER: ZERO GRAVITY
- RATING: T
- M.S.R.P.: \$29.99

Using the high-powered Quake engine developed by the masters at id Software, *X-Men: The Ravagers of the Apocalypse* is the real, where the *X-Men* team has been cloned and readied for world domination. The player must make his or her way through this world of dooplengangers and overthrow the Apocalypse before it's too late.

Graphically, this game represents the world of the *X-Men* very accurately. All the characters are there for you to mow down with your weapons. However, the game would've been more interesting if the player could assume the roles of the *X-Men* themselves. All

in all, it's a nice Quake add-on, but doesn't compete with the new games, like *Quake 2*.

● JASON MONTE'S



Newer characters like Bishop even show up to give our hero a hard time!

### RATING

#### AUDIO/VIDEO

GRAPHICS	6
MUSIC	7
SOUND FX	6

#### GAMEPLAY

INTERACTION	9
BALANCE	8
DEPTH	9

#### SPECIAL

EXTRAS	8
PRESENTATION	8
INNOVATION	5

8.0





## BUG RIDERS

- GENRE: Racing
- PLAYERS: 1 or 2
- PUBLISHER: GT INTERACTIVE
- DEVELOPER: N-SPACE
- RATING: KA
- M.S.R.P.: \$49.95

**G**uaranteed, there are a lot of racing games for the PlayStation, but I can guarantee you none of them involve racing giant flying bugs. GT Interactive's *Bug Riders* does, however, and although it's a fresh twist for a crowded genre, it's too ambitious for its own good. To make the bugs go faster, you beat them with a crop, like a horse. Not only is this a rather tedious way to race, but when you hit them too much, they cry out in pain! The graphics are decent, if bland, but the control of the winged insects is unforgiving. After a few minutes, the novelty wears off and all you're left with is one angry bug.

● ADAM DOUGLAS



Take out the other racers with projectiles! It's WipeOut with bugs!



The scenery is quite nice, but nothing special.

### RATING

#### AUDIO/VIDEO

GRAPHICS	5
MUSIC	6
SOUND FX	10

#### GAMEPLAY

INTERACTION	4
BALANCE	4
DEPTH	4

#### SPECIAL

EXTRAS	5
PRESENTATION	6
INNOVATION	6

4.7



## MASS DESTRUCTION

- GENRE: ACTION
- PLAYERS: 1
- PUBLISHER: ASC GAMES
- DEVELOPER: NITS SOFTWARE
- RATING: T
- M.S.R.P.: \$44.99

**Y**ou know, it's quite refreshing to see a game that lives up to its name. *Mass Destruction* plays just like it reads.

You're strapped into a supertank, and you need to blow up everything in sight. Graphically, it's a blast, with highly detailed worlds and flame effects that look better than anything ever seen on a Saturn. Level design is smart, and the AI is intelligent, and survival-oriented. As a result, you'll discover that the various weapons left for you are very necessary to accomplish certain objectives on a mission. The only downside is that even violence can get tiring after a while, but hey, the thousandth screaming man you've ground to a

bloody paste under your treads just doesn't have the same magic.

● JEFF CHEN



*Mass Destruction* lives up to its billing, but watch out, the enemy knows how to hold a grudge.

### RATING

#### AUDIO/VIDEO

GRAPHICS	8
MUSIC	8
SOUND FX	7

#### GAMEPLAY

INTERACTION	9
BALANCE	8
DEPTH	8

#### SPECIAL

EXTRAS	8
PRESENTATION	8
INNOVATION	6

8.0



## BUST A MOVE 3

**P**uzzle fans rejoice! Part Three in the continuing saga of *Bust A Move* is available for the Saturn and it's every



Whether you play single or double player, this game takes a lot of balls (ouch).

bit the anime-inspired wonder you would expect. If you've played any of the other *Bust A Move* games, you'll be instantly familiar with this one. There are some new additions, though — new characters, new drop patterns, all new puzzle screens, and you can bounce balls off the ceiling to make your shots. The two player mode is still where it's at, though, and a good reason to own this game. Even if the Saturn weren't a title-starved platform, *Bust A Move 3* would be a welcome addition.

● RECK SANCHEZ

### RATING

#### AUDIO/VIDEO

GRAPHICS	8
MUSIC	8
SOUND FX	8

#### GAMEPLAY

INTERACTION	9
BALANCE	9
DEPTH	8

#### SPECIAL

EXTRAS	6
PRESENTATION	8
INNOVATION	7

8.2

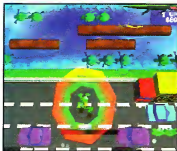


## FROGGER

- GENRE: Action
- PLAYERS: 1 to 4
- PUBLISHER: HASBRO INTERACTIVE
- DEVELOPER: MILLENNIUM INTERACTIVE
- RATING: KA
- M.S.R.P.: \$49.95

**R**etro games being a dubious undertaking in the first place (What's next, a new version of *Pang*?), there was initially some question on my part about the wisdom of even making this game. After playing it, there is no doubt — the frog would have been better off barbecued. It is really the new '3D' version of the game that is so badly conceptualized, designed, and executed that any semblance of the original game's entertaining nature is lost. The 'new' game is almost impossible to navigate, due to the lack of a map. For what they're worth, the Retro Levels in the game that feature the classic game format with an updated look are adequately entertaining, but if you're feeling nostalgic, save some money by finding a bowling alley that has the original arcade game.

● ROGER BURCHILL



A gaudied up version of the original game is the only marginally redeeming feature in *Frogger*.

### RATING

#### AUDIO/VIDEO

GRAPHICS	3
MUSIC	3
SOUND FX	3

#### GAMEPLAY

INTERACTION	1
BALANCE	1
DEPTH	3

#### SPECIAL

EXTRAS	3
PRESENTATION	1
INNOVATION	3

# 2.4



## RED ASPHALT

- GENRE: ACTION
- PLAYERS: 1 OR 2
- PUBLISHER: INTERPLAY
- DEVELOPER: INTERPLAY
- RATING: T
- M.S.R.P.: \$49.99

**A**s combat-style racing games go, *Red Asphalt* is a solid, entertaining title that probably would have made more of an impression had it come out a year ago. The overall feel of the game is definitely *WipeOut*-esque, with heavily armed and armored cars replacing the levitating rocket ships of that PlayStation classic. The game's graphics are a bit on the grainy side, but everything moves at a commendable frame-rate and there seems to be no draw-in problem whatsoever. As for gameplay, it's the standard 'acquire power-ups to blast and race past your opponents' with no handling complaints to speak of. All in all, everything works well. It's

just that the game doesn't blow you away. If you're a fan of the genre, *Red Asphalt* won't steer you wrong.

● ROGER BURCHILL



There's a familiar flavor to *Red Asphalt*, but the fast paced game is a solid addition to the genre.

### RATING

#### AUDIO/VIDEO

GRAPHICS	6
MUSIC	7
SOUND FX	7

#### GAMEPLAY

INTERACTION	6
BALANCE	6
DEPTH	6

#### SPECIAL

EXTRAS	6
PRESENTATION	9
INNOVATION	4

# 7.7



## NAMCO MUSEUM VOL. 5

- GENRE: COMPILATION
- PLAYERS: 1 OR 2
- PUBLISHER: NAMCO
- DEVELOPER: NAMCO
- RATING: KA
- M.S.R.P.: \$49.99

**N**amco's compilation series has always held mixed appeal since each volume only seems to offer a couple of good



*Pac Man* would have been better off dying from *Pac Man Fever* than appearing in *Pac Mania*.

games. With *Namco Museum Vol. 5*, the situation is even bleaker, with only one standout title out of five. *Dragon Spirit* was an extremely well crafted, top/down scrolling, 2D shooter and is the only game really worth playing in this motley collection. *Pac Mania* may hold some interest to *Pac Man* fans, but the limited field of view crippled the gameplay. The remaining titles will only be of interest to videogame historians. Maybe if Namco put all of its good games on a single CD, there might finally be a compilation disk worth buying.

● ROGER BURCHILL

### RATING

#### AUDIO/VIDEO

GRAPHICS	1
MUSIC	5
SOUND FX	1

#### GAMEPLAY

INTERACTION	1
BALANCE	4
DEPTH	1

#### SPECIAL

EXTRAS	9
PRESENTATION	9
INNOVATION	1

# 5.8



## CAESAR'S PALACE

- GENRE: Casino Sim
- PLAYERS: 1 or 2
- PUBLISHER: INTERPLAY
- DEVELOPER: BEAM
- RATING: KA
- M.S.R.P.: \$44.95

**N**ot much more than polished 16-bit fare, this slow-loading casino offers blackjack, craps, roulette, 3 slot machines, and baccarat. (What, no poker?) This one stinks of a low budget, as Interplay surely knows that casino games will appeal to a minority of PlayStation users. Designed to look like real casino tables, the cards only appear grainy and everything is dimly lit. Most disconcerting are the stiff visuals, with neither animated dealing nor animated pay-outs (Show me the money!). The interface is also extremely bland, yet the dealer voices add a nice touch. Unless you can't soak cash from your friends in real gambling, or crave the aforementioned games, you're only throwing your money away at this Caesar's.

● TOM RUSSO



The roulette wheel is one of the few animated objects.

### RATING

#### AUDIO/VIDEO

GRAPHICS	4
MUSIC	2
SOUND FX	7

#### GAMEPLAY

INTERACTION	5
BALANCE	10
DEPTH	6

#### SPECIAL

EXTRAS	4
PRESENTATION	2
INNOVATION	2

5.4

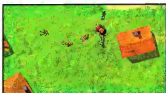


## CLOSE COMBAT

**T**here's a new battleground on the real time strategy front and it pits the fascist Axis forces against the Allied liberators during WWII in *Close Combat: A Bridge Too Far*. As the desktop general in charge, you place your troops and armor on the actual maps used during WWII in the hopes of repeating historic Allied victories or changing the course of the war for Germany. Unlike other real time games, *A Bridge Too Far* is ultra-realistic. Troops panic and flee the battlefield and demoralized squads carry over into the next battle. Extensive campaign and single mission modes provide a lot of replay value. Free internet play over Microsoft's internet

gaming zone make this a worthy addition for any strategy fan.

● RICK SANCHEZ



Heeee... Maybe these soldiers should have just stayed in bed.

### RATING

#### AUDIO/VIDEO

GRAPHICS	5
MUSIC	5
SOUND FX	5

#### GAMEPLAY

INTERACTION	9
BALANCE	9
DEPTH	5

#### SPECIAL

EXTRAS	6
PRESENTATION	5
INNOVATION	7

8.2



## CART WORLD SERIES

**W**ell, in a PlayStation field crammed with racing games, *CART World Series* offers a racing experience



The graphics aren't anything great, and the gameplay may be too realistic for its own good.

- GENRE: RACING
- PLAYERS: 1 or 4 (w/ LINK)
- PUBLISHER: SCEA
- DEVELOPER: SCEA
- RATING: KA
- M.S.R.P.: \$49.99

that will appeal more to real race fans than gamers. The control is realistic, but this isn't really good, as videogames can't offer the level of feedback needed for accurate control. A little more emphasis on incorporating arcade elements would have increased the overall enjoyment of the game.

The graphics are passable, but there are other games far superior in looks. The sound is accurate, but can get a little grating. Overall, there's not too much wrong with *CART World Series*, there's just not enough that's really right.

● JEFF LINDRIGAN

### RATING

#### AUDIO/VIDEO

GRAPHICS	7
MUSIC	5
SOUND FX	5

#### GAMEPLAY

INTERACTION	7
BALANCE	7
DEPTH	5

#### SPECIAL

EXTRAS	6
PRESENTATION	7
INNOVATION	5

7.0

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**Dec. 1 Monday One-year Anniversary Special** PSXPower has been online for a year now. We'll take a look back at the games of 1997, as well as some of the bigger industry events that have made 1997 an amazing year. [www.psxpower.com](http://www.psxpower.com)

**Dec. 2 Tuesday Patent Wars** Next Generation Online talks with a prominent developer about the disturbing trends in software patents. Read this exciting interview today. [www.next-generation.com](http://www.next-generation.com)

**Dec. 3 Wednesday Japanese for Gamers** The Codex of Japanese game companies. Saturn World teaches you how to search the release lists for your favorite firms to snag those games that'll never come out here. [www.saturnworld.com](http://www.saturnworld.com)

**Dec. 4 Thursday Why Cartridges?** Has the decision to stay with the tried-and-true gaming format hurt Nintendo in the long run? We give readers the technical breakdown on carts, the advantages and disadvantages of the format, and the cost issues. Don't miss this high-tech special report. [www.n64.com](http://www.n64.com)

**Dec. 5 Friday: Game of the Year** Ultra Game Players Online sorts through the year's hottest releases to determine our pick for the best game of 1997. [www.ultrapg.com](http://www.ultrapg.com)

**Dec. 8 Monday Contest: Write Your Own RPG** RPGs are all the rage right now. Send us your treatment for an RPG, and the best one will win an RPG prize package! [www.psxpower.com](http://www.psxpower.com)

**Dec. 9 Tuesday Super Q&A Day** More than 20 of your most burning questions are answered by Next Generation Online. [www.next-generation.com](http://www.next-generation.com)

**Dec. 10 Wednesday Otaku Christmas** Try the contest and win a prize! SaturnWorld is giving away the items in our Sonic Fix section to lucky winners. Get Sonic dolls, figurines, chopsticks, Virtual On stationery, and more! [www.saturnworld.com](http://www.saturnworld.com)

**Dec. 11 Thursday Surprise Palace Developer** Join N64.com when we host a Palace chat with a very special surprise developer. [www.n64.com](http://www.n64.com)

**Dec. 12 Friday PCs Better Than Consoles?** It's the great debate. Which is better? Join the UGP Online editors on the IGN Palace to sort it all out. [www.ultrapg.com](http://www.ultrapg.com)

**Contest: Create a 3D demo** Create a 3D demo (similar to the old Amiga days) and win one of three types of 3D accelerators as well as 3D accelerated games. Contest will begin on December 12th and run until Jan 12th. Winners can receive -- a Riva 128 based card, a 3Dfx rush or voodoo based card as well as 3D accelerated games. [www.voodooextreme.com](http://www.voodooextreme.com)

**Dec. 15 Monday: Feature: Sony Music Entertainment** It's not just music anymore. Ever since PaRappa, Sony Music has been a developer to watch. We take a look of some of its upcoming titles. [www.psxpower.com](http://www.psxpower.com)

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Final Fantasy VII (PSX)  
Hexen 2 (PC)  
Jedi Knight (PC)  
Madden 64 (N64)

Marvel Super Heroes (PSX)  
Diddy Kong Racing (N64)  
Porche Challenge (PSX)  
Postal (PC)  
Quake 64 (N64)  
Quarterback Club 98 (N64)

Resident Evil 2 (PSX/PC)  
San Francisco Rush (N64)  
Starline Academy (PC)  
Starship Titanic (PC)  
Tomb Raider II (PSX/PC)  
Ultima Online (PC)

**DEC. 15: Monday Vote for Your Favorite Games of 1997** Vote in lots of categories for specific things you loved about video games in 1997! We'll be accepting votes beginning December 15. See the results on January 1st, 1998. [www.videogamers.com](http://www.videogamers.com)

**Dec. 16 Tuesday Download Dementia Day** Five of the hottest PC Demos arrive at Next Generation Online. Get them all now. [www.next-generation.com](http://www.next-generation.com)

**Dec. 17 Wednesday The Big List** Short and sweet reviews of every single U.S. Saturn title. Just in time for the holidays, too! [www.saturnworld.com](http://www.saturnworld.com)

**Dec. 18 Thursday The Top Five N64 Games** N64.com gives readers a no nonsense critique of the five best and worst games available in time for the holiday season. We'll tell you about the best buys for your buck and what games should be avoided at all costs. [www.n64.com](http://www.n64.com)

**Dec. 19 Friday Hep: The Legend** What is 'Hep' and what the heck does it have to do with gaming? Find out in UGP Online's craziest feature yet. You won't want to miss this one! [www.ultragp.com](http://www.ultragp.com)

**Dec. 22 Monday Feature: The Games of 1998** The new year is almost upon us, and that means another year of great games. PSXPower examines these games, and points out the ones to watch. [www.psxpower.com](http://www.psxpower.com)

**Dec. 23 Tuesday Quake Resource Update** Next Generation takes another look at the best resources for Quake players including updates, GL patches, and the best mods on the internet. [www.next-generation.com](http://www.next-generation.com)

**Dec. 24 Wednesday A Day In the Life** Say hi to the SaturnWorld editors in a totally natural and unscripted feature about the high-paced world of Saturn games. [www.saturnworld.com](http://www.saturnworld.com)

**Dec. 25 Thursday Insult the Editors Day** The editors of N64.com will be hosting an "insult the editors" Palace session for your enjoyment. Disagree with an editorial? Don't like our review? Love wrestling? Let us have it—but prepared to take it as good as you can give. [www.n64.com](http://www.n64.com)

**Dec. 26 Friday What's Next?** Ultra Game Players Online looks ahead into 1998 to bring you a glimpse of the new year's hottest prospects and major events. [www.ultragp.com](http://www.ultragp.com)

**Dec. 29 Monday Special Chat** PSXPower hooks you up with a major developer who will talk about the company's latest game as well as snippets from forthcoming titles. [www.psxpower.com](http://www.psxpower.com)

**Dec. 30 Tuesday Talk with the Editors** Palace chat with the stellar online writers who hook you up everyday with the best in the business. See what they really think of the latest games. [www.next-generation.com](http://www.next-generation.com)

**Dec. 31 Wednesday Editorial Challenge** The editors from the online sites N64.com, Saturnworld, Ultra Game Players, and PSXPower take each other to task in this reader-requested special debate. A rip-roaring time for all. [www.saturnworld.com](http://www.saturnworld.com)

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# RATED

this month's top picks

Hey, we realize that even though we have to show up for each and every issue, some of you out there don't feel the same way. We know that some months are tough, and that you don't always have the extra cash to shell out for the latest issue of **ULTRA GP**. Don't fret! These pages fill you in on all of the games you missed. Just don't worry about us, slaving away each and every month. It's OK.

## ultimate award

When a game is really good, we give it our **ULTRA Award**. We don't hand these things out to just any game — it's got to get past the most grueling review system in the biz and still come through with at least a 9.0 rating. That ain't easy! Recent ULTRA Award winners are shown below with a special red number. Don't miss out on these games!!!



San Francisco Rush gives you the chance to drive the way Billi does, without the costly legal fees or jail time, of course...

<b>SAN FRANCISCO RUSH</b>		
N64	Midway	Players: 1 or 2
\$74.95	GENRE: Racing	

- 9.2** **ACE COMBAT 2** • Issue # 100
- 7.8** **ALBERT ODYSSEY** • Issue # 101
- 6.9** **ALL STAR BASEBALL '97** • Issue # 99
- 6.4** **AMOK** • Issue # 96
- 4.5** **AREA 51** • Issue # 94
- 8.0** **ATOMIC BOMBERMAN** • Issue # 101
- 6.9** **BALLBLAZER CHAMPIONS** • Issue # 98
- 7.8** **BATTLE ARENA TOSHINDEN 3** • Issue # 96

- 7.3** **BATTLE STATIONS** • Issue # 97
- 8.0** **BLAST CORPS** • Issue # 97
- 8.0** **BOMBERMAN 64** • Issue # 104
- 7.9** **BRABMA FORCE** • Issue # 98
- 3.1** **BRAVO AIR RACE** • Issue # 102
- 7.9** **BROKEN HELIX** • Issue # 99
- 4.5** **BUG TOO!** • Issue # 94
- 9.1** **BUSHIDO BLADE** • Issue # 103
- 8.5** **C&C RED ALERT: COUNTERSTRIKE** • Issue # 98
- 9.1** **CARMAGEDDON** • Issue # 100
- 8.0** **CARNAGE HEART** • Issue # 95
- 8.7** **CASTLEVANIA SYMPHONY** • Issue # 103
- 4.6** **CLAY FIGHTER 63 13** • Issue # 103

7	San Francisco Rush	U4	Rating: 9.8
7	Tomb Raider 2	PS	Rating: 9.6
8	CG Red Alerts: Aftermath	PC	Rating: 9.4
8	Armored Core	PS	Rating: 9.2
8	Monster Rancher	PS	Rating: 9.2

**8.0** **CLOCK TOWER**

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**8.1** **CODENAME: TENKA**

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**8.5** **COLONY WARS**

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**8.0** **COMANCHE 3**

• Issue # 95



**8.4** **COMMAND & CONQUER**

• Issue # 96



**6.5** **CONTRA: LEGACY OF WAR**

• Issue # 93



**7.4** **COOL BOARDERS**

• Issue # 94



**7.8** **COOL BOARDERS 2**

• Issue # 104



**9.1** **CRASH BANDICOOT 2**

• Issue # 104



**6.6** **CRIMEWAVE**

• Issue # 96



**8.6** **CROC**

• Issue # 102



**3.1** **CRUISIN' USA**

• Issue # 95



**6.3** **CRYPT KILLER**

• Issue # 98



**8.6** **CYBER GLADIATORS**

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**7.6** **DARK RIFT**

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**8.0** **DARK SAVIOUR**

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**5.4** **DARKLIGHT CONFLICT**

• Issue # 102



**7.4** **DAYTONA USA CCE**

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**7.0** **DESCENT MAXIMUM**

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**8.8** **DIABLO**

• Issue # 95



**9.4** **DIDDY KONG RACING**

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**8.0** **DIE HARD ARCADE**

• Issue # 96



**8.5** **DISCWORLD 2**

• Issue # 102



**8.5** **DOOM 64**

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**8.5** **DRAGON FORCE**

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**8.0** **DUKE NUKEM 3D**

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**7.4** **DUKE NUKEM 64**

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**8.3** **DYNASTY WARRIORS**

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**7.0** **EXTREME ASSAULT**

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**8.0** **EXTREME G**

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**7.3** **F1 POLE POSITION 64**

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**8.0** **FANTASTIC 4**

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**8.5** **FELONY 11-79**

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**5.7** **FIFA 64**

• Issue # 96



**5.3** **FIFA '97**

• Issue # 93








































- 8.1** **FIGHTERS MEGAMIX**  
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- 9.7** **FINAL FANTASY VII**  
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- 8.4** **FORMULA 1 CE**  
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- 9.8** **G POLICE**  
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- 6.7** **GRAND GLAM BASEBALL**  
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- 7.9** **GRAND TOUR RACING '98**  
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- 6.6** **HERC'S ADVENTURE**  
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- 7.2** **HERCULES**  
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- 7.4** **HEXEN**  
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- 6.6** **HEXEN 2**  
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- 7.4** **HEXEN 67**  
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- 6.6** **J. JOHNSON VR FOOTBALL '98**  
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- 7.9** **KILLER INSTINCT GOLD**  
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- 4.6** **LETHAL ENFORCERS I & II**  
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- 6.3** **RACE: THE DARK AGE**  
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- 7.3** **MACHINE HUNTER**  
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- 7.9** **MADDEN 67**  
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- 7.7** **MADDEN '98**  
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- 7.9** **MAGIC: THE GATHERING**  
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- 5.0** **MTG: BATTLEMAGE**  
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- 7.9** **MANX TT**  
• Issue # 101
- 6.1** **MARIO KART 67**  
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- 8.1** **MASTER OF ORION 2**  
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- 6.9** **MAXIMUM FORCE**  
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- 9.2** **MDK**  
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- 8.0** **NCAA FOOTBALL '98**  
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- 6.9** **NEED FOR SPEED II**  
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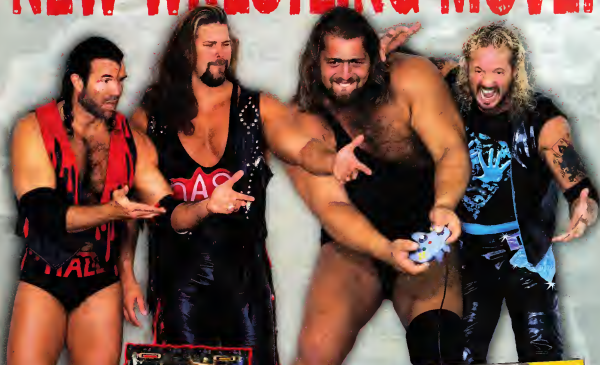
- 4.7** **NFL '97**  
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- 9.3** **NFL GAMEDAT '97**  
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9.0	PRINCESS MAKER 2	• Issue # 101	
5.5	PSYCHIC FORCE	• Issue # 94	
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7.0	QUARTERBACK CLUB 67	• Issue # 104	
7.9	RAGE RACER	• Issue # 96	
8.3	RALLY CHAMPIONSHIP	• Issue # 98	
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# ALL ACCESS

**A**h, the holidays are in full swing and in the true holiday spirit, a lot of our readers have been putting their gaming skills to the test and providing me with an incredible amount of information and assistance with some of the games and questions about games that I've had over the past several months. I want to thank all of you out there for making this such a cool job to have and for sometimes doing the seemingly impossible in uncovering some of the secrets in a lot of the games out there. Specific readers will be thanked in notes below the respective codes. Thanks to all of our readers and I hope you all rake in some serious loot for the holidays.



## MEGAMAN X4

SYSTEM: PLAYSTATION

PUBLISHER: CAPCOM



Your  
#1 source  
for Codes,  
Strategies,  
& Tactics!

### SPECIAL ARMOR FOR YOUR PLAYERS

**1.** To get Mega Man's super-powered armor, go to the player select screen. Highlight Mega Man, then press Circle twice, then **X** six times. Now, while holding down L1 and R2, press START. You should have slightly new armor when you start, but soon you'll receive the Ultimate Armor from Dr. Light.

**2.** To begin with Zero's special two-tone armor, go to the character select screen and highlight Zero. Now hold R1 and press **X** six times. Release R1, then press and hold Circle. Holding Circle, press START. When the game starts, Zero will be wearing black and white armor!

## FORMULA 1 '97

SYSTEM: PLAYSTATION

PUBLISHER: PSYGNOSIS



### NAME CODES

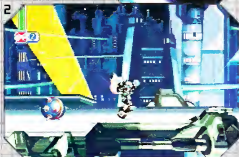
In Grand Prix mode, choose to select a driver, then choose to edit the driver's name. Now enter these codes in at the name screen in order to enable the corresponding cheat.

NAME	CHEAT
OLEAN ALES!	Championship Round 16
BILLY BONUS	All extra tracks
TOO EASY	Easy mode for all tracks
VIRTUALLY VIRTUAL	VR style graphics
SWINGING SIXTIES	1960's style cars
SWAP SHOP	New BGM and sound effects
LITTLE WHEELZ	Flat tires
PI MAN	WipeOut XL Mode
ZOOM LENSE	Helicopter view
BOX CHATTER	Nonsensical announcements
CATS DOGS	Raining frogs!



**1-4** All codes must be entered in while editing drivers in Grand Prix mode. Get new tracks and a bunch of cool stuff!

- 1** Past the title screen, enter the codes in during the character select.  
**2** Zero's new armor is just for looks.



## SHADOWS OF THE EMPIRE

SYSTEM: N64

PUBLISHER: LUCAS ARTS

### WAMPA SOUND EFFECTS

To add wampa sounds to the main menu, enter your name as "R. Testers \_ROCK" at the player name screen.



# MACE: THE DARK AGE

SYSTEM: N64

PUBLISHER: MIDWAY

## CHANGE COLORS

To change your fighter's color, press and hold any of the C buttons while the desired fighter is selected. To confirm your selection, press the EVADE button, then press A or B to start the game.

## LEVEL SELECT

To select a particular stage in which to fight, go to the character's portrait at the player select screen and tap START four times, then select your character as usual.

## PLAY AS GRENDAI

Starting in two-player mode, one player must have three total wins. Before you begin your next match, go to the fighter select screen and highlight Executioner. Select him by holding down START and EVADE. Grendai will appear. Continue to hold down those buttons and press an attack button to select. You'll now be able to play as Grendai!

Now it's a breeze to get those boss characters. Just enter the codes in!

## CHEATERS

Mordous Kull, Taria, Ragnar  
Ragnar, Al' Rashid, Takeshi  
Takeshi, Al' Rashid, Ragnar, Xiao Long  
Hell Knight, Xiao Long, Dregan, Namira  
Ichiro, Xiao Long, Koyasha  
Xiao Long, Al' Rashid, Koyasha  
Namira, Koyasha, Taria  
Koyasha, Mordous Kull, Takeshi

## LEVEL/EFFECT

Castle Battle  
Bigheds!  
Small Players  
Random Opponent  
Speed Grid  
San Francisco Rush  
Machoo Plochu  
Mini-Golf Land



# STREET FIGHTER EX PLUS A

SYSTEM: PLAYSTATION

PUBLISHER: CAPCOM



## BARREL BONUS GAME

Highlight Practice in the Main Menu and press START once. Then, press START again. A message should appear saying: 'Here comes a new game mode.' Now, go into PRACTICE and you'll see a new options called BONUS. The BONUS mode is a version of the barrel-breaking extra game from the first few Street Fighter games. You can combo, throw, or even use Super moves on the barrels!



# DISNEY'S HERCULES

SYSTEM: PLAYSTATION

PUBLISHER: VIRGIN INTERACTIVE



## MYTHICAL CHEATS

### LEVEL

The Hero's Gauntlet.....	Serpent, Medusa, Coin, Medusa
Centaur's Forest.....	Centaur, Hercules Silhouette, Minotaur, Archer
The Big Olive.....	Centaur, Coin, Serpent, Hercules Silhouette
Hydra Canyon.....	Coin, Gladiator Helmet, Coin, Soldier
Cyclops Attack.....	Helmet, Pegasus, Hercules Silhouette, Archer
Titan Flight.....	Soldier, Coin, Coin, Thunder Bolt
Passage of Eternal Torment.....	Medusa, Soldier, Centaur, Pegasus
Vortex of Souls.....	Soldier, Lightning Bolt, Soldier, Centaur
Ending Cinemas.....	Pegasus, Soldier, Centaur, Soldier

### PASSWORD

# SHINING THE HOLY ARK

SYSTEM: SATURN

PUBLISHER: SEGA



## PIXIE BALL

The Pixie Ball lets you summon all 50 pixies to attack your current opponents. To find it, collect all 50 pixies, then go to the Pixie Monument in the Forest of Confusion. Once there, press C and your pixies will summon the Fairy Queen. In exchange for freeing her subjects she'll give you the Pixie Ball. To use it, simply use the item during any combat sequence, like you would your regular pixies. It incurs approximately 438 points of damage to each enemy. Good stuff!



1-4 Cheat your way through Hercules with these passwords at your side.



# SONIC JAM

SYSTEM: SATURN  
PUBLISHER: SEGA

## BONUS Mini-GAME

At the title screen, highlight 'Sonic World', then hold A and press START. This will send you into Sonic World to get 100 rings in under 60 seconds.

## CLEAN PAUSE SCREEN

Not much of a cheat, but for cleaner screenshots, press X + Y + Z while the game is paused.

## VIEW ALL MOVIES

To watch all the movies in the theater in sequence, press X, Y, and Z, and while holding these, press A. It'll take longer to load up then usual, then you'll watch all the movies in order. If you watch carefully, you'll notice a few that aren't available in the theater selection screen.

- 1 Welcome the blue guy back, gang!
- 2 Watch all the cinemas in a row.
- 3-4 Clear the pause screen for a clean screen shot.



# FIGHTER'S MEGAMIX

SYSTEM: SATURN  
PUBLISHER: SEGA

John W. from San Francisco kindly sent in this reply to a letter from our Network section, Issue #102:

## HOW TO PLAY AS

### THE RM2 PALM TREE

In reference to the question about how to obtain the Palm Tree, all you gotta do is play *Fighter's Megamix* for 84 hours. Now go to Kumachan on the character select screen and press the Z Button. You'll then be the Palm Tree from the AM2 logo. It's as easy as that!

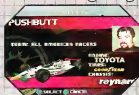


# CART WORLD SERIES

SYSTEM: PLAYSTATION  
PUBLISHER: SCEA

## MORE VEHICLES!

Enter the Create A Driver menu by scrolling through the different driver choices, and enter your name as 'PUSH-BUTT'. When you confirm the entry, you'll now have a choice between all American race team cars!



# PANDEMONIUM

SYSTEM: SATURN  
PUBLISHER: CRYSTAL DYNAMICS

## CHEAT CODES

Enter these cheats in at the password screen to add a little extra nuttiness to your journey.

CODE	EFFECT
BORNFREE	Level Select
ALMABHOK	Open all levels
HAROBOOY	Invincibility
VITAMINS	Gain 31 lives
CORONARY	Plenty of hearts to keep you healthy
EVIL0CAD	Immortal enemies
IMAN00UT	Outting returns you to the map
BOODYSWAP	Press Z to swap characters in mid-game
OTTOFIRE	Special weapons never run out of power
TOMMYBOY	Takes you to a pinball screen when you finish a level
CASHOASH	Takes you to 'speed greed' screen when you finish a level

Okay, so it's not much of a 'cheat,' but it's a little something for T&E owners to check out when you have spare time.

# TOP GEAR RALLY

SYSTEM: N64  
PUBLISHER: MIDWAY H.C.

## SPACE UP YOUR CREDITS

Okay, so this isn't really a cheat, but it does make reading the Credits a little more interesting. Go to Options, select the Credits Icon, then press (on the D-pad), down-C, (on the D-pad), (on the D-pad), and Z.







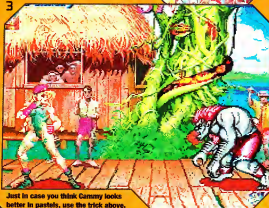
## STREET FIGHTER COLLECTION

SYSTEM: SATURN, PLAYSTATION  
PUBLISHER: CAPCOM

**ALTERNATE COLORS IN SUPER STREET FIGHTER 2**  
To access the secret colors for any player, select a character then hold the button down until your character changes color.



1-2 Simply hold down your select button once you've chosen a character and you'll access the whole color palette for that character. This trick works for all fighters.



Just in case you think Cammy looks better in pastels, use the trick above.

## MACHINEHUNTER

SYSTEM: PLAYSTATION  
PUBLISHER: MGM INTERACTIVE

**COMPLETE CHEAT MENU!**  
Go to the password screen and enter ? ? ? H O S T ? ? ? as your password.

There will be a new option called CHEATS at the title screen and the Machine Hunter logo will be replaced with 'H.O.S.T.' if you enter the code correctly. You'll have the option for invincibility and level select among other things.



1-3 A tough game made easier once you access the complete cheat menu! Simply enter the code and then prepare to blast through the game.

## NUCLEAR STRIKE

SYSTEM: PLAYSTATION  
PUBLISHER: ELECTRONIC ARTS

### FREE FLYING!

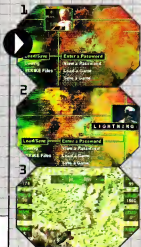
Enter EAGLEEEY as a password. You may fly over the map freely without any enemy fire.

### PASSWORDS

Strike out with this complete set of passwords.

LEVEL	PASSWORD
2	CUTTHROATS
3	COUNTDOWN
4	PLUTONIUM
5	PUSAN
6	ARMAGEDDON
Secret	LIGHTNING

1-3 'Lightning' will allow you to access a secret bonus level which means more game for your money!



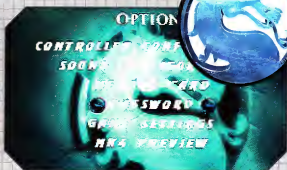
## MK MYTHOLOGIES: SUB-ZERO

SYSTEM: PLAYSTATION  
PUBLISHER: ACCLAIM



### FINAL PASSWORD

To skip to the final stage, enter the password 'XJKNZT'.



**Name:**  
Mia  
**Age:**  
19  
**Height:**  
5' 7"  
**Measurements:**  
36-24-36  
**Occupation:**  
Rave DJ  
**Fighting  
Technique:**  
Pi-Kua Kung Fu  
**Home Turf:**  
The Streets

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## SEASON OF THE MONKEY

Now with the new year closing in on us, I'm pressed to say that this has been one heck of a year for games. But what's even more exciting is the year breathing down our necks. And with all those new games waiting around the corner, this means that there's also a ton of codes lurking behind them. And it's up to you guys to discover them all, with a little help, of course. But, if you happen to stumble across something excellent, send it right along to us at ULTRA Game Players, c/o Code Monkey, 150

N. Hill Drive, Brisbane, CA 94005. Or email them to me at [freyes@ultraprog.com](mailto:freyes@ultraprog.com). Happy new year, gang, and don't do anything we wouldn't do! ... Okay, nothing illegal, then.

All PlayStation, N64 and Saturn Code Monkey winners will receive a GameShark Videogame Enhancer provided courtesy of Interact Accessories, Inc. Yes, the N64 Game Shark is finally here! Of course, PC owners still won't get jack! No, no, just kidding. PC owners will receive a prize of equal or greater value than a GameShark at the discretion of ULTRA Game Players.

Ah, the return of the gaming legend means that we have more reasons to cheat and hack our way to glory!



## JEDI KNIGHT

SYSTEM: PC

PUBLISHER: LUKAS ARTS

### USE THE FORCE!

Enter these codes while playing.

CODE	EFFECT
jediinvade	God mode
reds	All weapons
wampat	All items
oriamh	Flight mode
bactame	Full health
sithlord	Darkmaster
imayoda	Lightmaster
yodajammies	Full Force power



## CODE MONKEY

### Saturn Bomberman

SYSTEM: SATURN

PUBLISHER: SEGA

### SECRET CHARACTER SELECT

For two new battle game characters, hold L + R during the first screen that appears once you enter Battle Mode. You'll be able to choose from either Yuna, a very fast girl with Bomb Boot or Mantle, a bear with a Power Glove.



### EXTRA LIVES

For three extra lives in the Normal Game, play between 10:00am and 11:00am or set your Saturn's clock to that time.

### EXPLOSIVE CHEATS!

To start on any level with 10 bombs, a Remote Control, Power Glove, Bomb Boot, and Bomb Line, enter one of the codes below. Enter these on the title screen while the Bomberman are dancing.

LEVEL	CODE
1	..... L + R, UPPER-LEFT + A
2	..... L + R, UPPER-LEFT + B
3	..... L + R, UPPER-RIGHT + C
4	..... L + R, UPPER-RIGHT + X
5	..... L + R, UP + Y

### THE GRAND FINALE

Hold L + R and press O + Z while the Bomberman are dancing on the title screen to view the ending cinematics. You will hear a sound after you entered the code correctly.

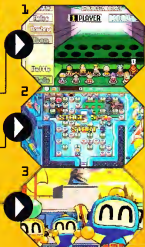
-CHRISTIAN RANDAZZO



1 For the opportunity to play as Yuna or Mantle, you'll have to enter in the code before the title pops up.

2 The level skip cheat will allow you to get past all the hassle of actually playing through the game.

3 The ending cinematics is probably one of the cutest ever in a game. Check it out with the 'New Ending' cheat.



# GAME SHARK CODES



## SATURN

One of our readers, Christian, sent in a correction to the Tomb Raider Master Code that was in our Gameshark section an issue or two ago. Thanks, Christian. Here it is:

### TOMB RAIDER

Master Code..... 16000914c305  
b60028000000

### NBA JAM EXTREME

Master Code..... 16000914c305  
b60028000000  
Away Team Scores 0..... 1602e44a0000  
Home Team Scores 0..... 1602e4460000  
Infinite Turbo P1..... 160a0b6a00ff  
Infinite Turbo P2..... 160a0c5600ff  
Infinite Turbo P3..... 160a0d0400ff  
Infinite Turbo P4..... 160a0e2e00ff

### STAR FIGHTER

Master Code..... 16000914c305  
b60028000000  
Infinite Armor..... 1608330a0040  
Infinite ATA Missiles..... 160b4f203e7  
Infinite ATG Missiles..... 160b4ee03e7  
Infinite Beam Lasers..... 160b4fa03e7  
Infinite Mega-Bombs..... 160b4f603e7  
Infinite Mines..... 160b50203e7  
Infinite Multi-Missiles..... 160b4fe03e7

### TUNNEL BI

Master Code..... 16000914c305  
Infinite Energy..... 16058b680320  
Infinite Lives..... 16058b6e0320  
Infinite Boosters..... 16058b6c0003

### UA SOCCER

Master Code..... 16000914c305  
b60028000000  
Team B Scores 0..... 1608ddde0000

### WARCRAFT II

Master Code..... 16000914c305  
b60028000000

Infinite Lumber (Orcs)..... 160d5e80270f  
Infinite Gold (Orcs)..... 160d5e46270f  
Infinite Oil (Orcs)..... 160d5e86270f

### WIPEDOUT

Master Code..... 16000914c305  
b60028000000  
Ragler Class..... 160622a2010f

### WORLD SERIES BASEBALL '98

Master Code..... 16000914c305  
b60028000000  
Infinite Strikes..... 16063782 0000

### WWF IN YOUR HOUSE

Master Code..... 16000914c305  
b60028000000  
Infinite Health P1..... 16030de0055  
16030de20055  
Infinite Health P2..... 16030e00055  
16030e020055

## PLAYSTATION

### ACE COMBAT 2

Infinite Missiles..... 8002caa80000  
8002caaa0000

### FANTASTIC FOUR

Infinite Health P1..... 800e0380042  
800e038e0042  
Infinite Lives P1..... 800be1700309

### FINAL FANTASY VII

Infinite Gil..... 8009d260ff  
Infinite HP for Character 1..... 8009d85c0155  
Infinite HP for Character 2..... 8009d6c0155  
Infinite HP for Character 3..... 8009dd0c0155  
Infinite MP for Character 1..... 8009d8000ff  
Infinite MP for Character 2..... 8009dce00ff  
Infinite MP for Character 3..... 8009de000ff  
Quick Level Gain..... 8009d7d0ff

### NUCLEAR STRIKE

Infinite Fuel..... 800399980000  
8003999a0000  
Infinite Ammo..... 8005a8380000  
8005a93a0000

### STEEL REIGN

Infinite Laser I..... 800b76540100  
Infinite Laser II..... 800b76660100  
Infinite Plasma..... 800b768a0100  
Infinite Phoenix Missiles..... 800b76c00008  
Infinite Specialists..... 800b76d200e8  
Infinite Cannons..... 800b76708008  
Infinite Ion Cannon..... 800b76780100  
Infinite Mines..... 800b76860100  
Infinite Guided Missiles..... 800b76ae0008

### SURGMAN

Infinite Health Zack..... 801090800005

## N64

### CRUISIN' USA

Always Manual Gearbox..... 801502130001  
Always Place 1st..... 8015022b0001  
Unlimited Time..... 801509460045

### DOOM 64

Always Have Double Shotgun..... 800632cb0001  
Always Have Shotgun..... 800632c70001  
Blue Key..... 8006328f0001  
Blue Skull Key..... 8006329b0001  
Invincible..... 800633060002  
Red Key..... 800632970001  
Red Skull Key..... 800632a30001  
Shotgun Ammo..... 800632a70064  
Yellow Key..... 800632930001  
Yellow Skull Key..... 8006329f0001

### HILLER INSTINCT GOLD

Player 1 Fast Jump/Walk..... 801c347e0001  
Player 1 Fast Punch Kick..... 801c347e0010  
Player 1 Slow Jump/Walk..... 801c347f0000

### NBA HANGTIME

Press GS Button For 99 Pts. P1..... 890e68800063  
Press GS Button For 99 Pts. P2..... 890e688b0063

### STAR WARS SOTE

Unlimited Lives..... 800e05cb00ff  
800e0eb300ff  
Unlimited Missiles..... 800e126500ff  
800e1b5500ff

### SUPER MARIO 64

Press GS Button For 99 Coins..... 8933b2180063  
Walk Up Hills..... a1253dcac000  
a1253dae0000  
a1253db00000  
a1253db20000

### TURBO DINOSAUR HUNTER

Activate Alien Weapon..... 80128e6b0001  
Activate Assault Rifle..... 80128e530001  
Activate Automatic Shotgun..... 80128e4f0001  
Activate Chronoscepter..... 80128e730001  
Activate Grenade Launcher..... 80128e6f0001  
Have All Keys..... 80128e830007  
80128e8b70007  
80128e8b0007  
80128e8f0007  
80128e930007  
80128e970007  
80128e9b0007

### WAVE RACE

Infinite Time Stunt Mode..... 801c295e00ff  
Misses Don't Count..... 801c27cf0000  
Super Speed..... 801c27cf0000



# TOMB RAIDER

## II

### TOMB RAIDER 2 STRATEGY GUIDE

SYSTEM: PLAYSTATION

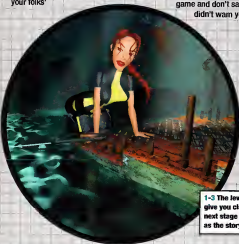
PUBLISHER: EIDOS

DEVELOPER: CORE

**D**oes this game really need any kind of introduction at all? The only thing you'll need to do before taking on this mammoth adventure is to relearn Lara's moves and familiarize yourself with her new ones. Use the obstacle course accessible via 'Lara's Home' in the options menu to master the skills necessary to survive all 18 massive levels. You'll be taking out everything from endangered species to Tibetan monks. This game is really tough, so be warned.

We've attempted to provide you with a fairly thorough walkthrough, including the Dragon locations, but if you need anymore assistance, please contact Eidos' hotline at (800) 773-4367. Keep in mind that this number will cost you per minute, and if you are under 18, make sure to get your folks'

permission before you make the call. With that said, good luck with the game and don't say that we didn't warn you!



1-3 The level cinematics will give you clues as to your next stage location as well as the storyline.

## LEVEL 1

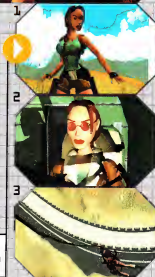
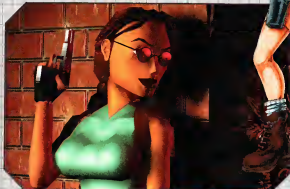
### The Great Wall

ITEMS: GUARDHOUSE KEY,  
RUSTY KEY

After you drop in, walk over to the water and jump in, heading towards the far wall. You should find a place to climb up, then sticking to the wall, make sure to shoot the tiger running around. At the edge of the rocky platforms, do a standing diagonal jump over to the rock pillar nearest the middle of the room. Once you've done this, you should be able to access the rock walkways leading up into the ceiling opening, facing the building far above. Once you climb up a little way, make sure to listen for the sound of another tiger roaring around down below. Once he appears, shoot him down. You'll notice a shining silver object across from the walkway near the roof of the lower cave. Jump across and pick it up (Secret #1, Silver Dragon). Climb the rest of the way up and you'll enter a small stone room. Fall through the steel grate in the corner of the room, drop in to the water below, then climb to the highest platform, facing a switch on the far wall. With a running leap and grab, you should end up on the platform. Pull the switch, then exit the room. Out on the open terrace, shoot the three crows, then use the slide in the middle of the terrace to dive into the lower lake.

Take a deep breath, then search the lower depths of the small lake to find a small passageway leading to the Guardhouse Key. Pick it up, climb out of the lake, shoot the roaming tiger, then find the mossy platforms near the stone walls to climb back up to the terrace. Use the Guardhouse Key, shoot the spiders, and climb up the ladder to retrieve the Rusty Key. Use it on the door at the back of the room. Down the hallway, shoot the descending spiders, pick up the large medipack and the shotgun shells, then pull the large stone block to reveal a hidden doorway.

Down the next hallway, you'll be face to face with a room filled with shelf-water and darts shooting out from all walls. From the entry point, face the left wall, jump towards it and use it to hang and shimmy to the far end of the room. The next hallway contains unstable floor sections, so run through it and head right to avoid the rolling boulders. Keep running, jump over the spikes, and





you'll be in a room with spiked moving walls. In the center along the wall, climb up into the next room. The next series of rooms will require you to be quick on your feet. Run down the hall, while jumping to avoid the retracting blades, then rush into the next area to the left. Pick up the Jade Dragon (Secret #2) on the floor (you must be FAST or you'll get skewered!), then run down the rest of the hallways, avoiding the spiked walls.

Now you'll be in a cave faced with rolling stone wheels (now, who in the hell left those here?). Pick up the modpack and run past the wheels. You'll have a choice as to whether to take a rope-slide down past a large

green valley or whether to explore around. Explore. You can actually climb down into the valley if you're careful. Once you do, you'll face two fierce T-Rexes. You can also pick up a box of flares and the **Gold Dragon** (Secret #3) in a dark passage at the far end of the valley. Now climb back up to the top and take the rope-slide to the opposite side of the cave. Kill the two tigers, run into the next area and once you walk through the wooden door, you've completed your first level.



- 1 Climbing is a new skill to use with full abandon throughout the game.
- 2 Always look before you leap.

Once you begin, your first objective is to get up to the Guardhouse. Work your way up.



Keep an eye out on one of the rocky ledges for the first Dragon location.



Can't figure out where to go? Simply look around for anything moveable like this floor piece.



Take the plunge and search underwater for the Guardhouse Key, then climb back up.



Once you use the key, prepare for a hectic journey through the rest of the level.



## LEVEL 2

### Venice

ITEMS: **Boathouse Key, Steel Key, Iron Key, Automatic Pistols**

OK, new level. From the start point, run down the alley, shoot the dog and the guy up on the balcony to the right. Take out the dog and the man in the wooden shack, pick up the flares on the table. Jump into the water and swim under the gate and into the boathouse. Flip the switch and head back to the wooden shack. Inside, flip the switch, climb up to the next switch and continue up. Shoot the window and climb through the far window, hop onto the red awning, then jump across to the balcony. Pick up the **Boathouse Key** from the dead thug and skip back to the room with the broken windows. Head down into the next room, killing the Doberman and continue down the glassed hallway. Flip the switch and the dog outside on the far white wall will open. Now head backwards down the glassed hallway and shoot out the window in the room where the dog was running around. From the windowsill, jump across to the red awning on the opposite building and hop across the remaining awnings until you reach the newly opened wooden door. Flip the switch inside. Dive into the water and head for the

boathouse. Use the Boathouse Key to open the gate and take the boat back outside to the wooden landing. Kill the firing thug and take his Auto Pistols. Now drive the boat into the sewer area, while lighting a flare. You'll notice that when you enter the sewer area, there's a small open doorway to the right of the entrance. Just inside the doorway, pick up the **Silver Dragon** (Secret #1). Follow the sewer passage down a waterfall. Jump out of the boat at the foot of the waterfall and search the middle of the large underwater area. You should find the **Gold Dragon** (Secret #2) at the bottom of the pool.

Continue through the sewers in your boat until you reach a small wooden landing on the far side of the area. Shoot the rats on the planks and bust out the window. Inside, kill the henchman and flip the switch. Grab the shells by the closed doorway, then exit



It's fully important to kill off every bad guy. Most of them will drop goodies once they croak, but some of them will harbor necessary items, like keys.

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the room and climb up the ladder outside. Dive into the water and flip the switch. Now head back to the small room and flip the switch inside again. Exit and drive your boat into the small area with the switch that you just flipped that was previously underwater. Jump back and flip the switch inside the small room again. Now head back to your boat (which should be afloat in the room now at the top of the ladder). Time to head out into a new area.

Once you emerge from the sewers, head right and you'll find a small wooden dock with a bunch of Venetian boats parked there. Climb onto the highest platform on the dock and jump across to the awning. Hop off the awning onto the stone bridge. Take out the baseball bat-wielding freak and his dog, and then kill off the gun-toting thug. He should drop the Steel Key that will allow you into the room in the small courtyard. Use it to get inside and flip the switch on the bottom floor. Climb back out, shoot the enemy outside and head back into the water. Find the landing with more docked Venetian boats. The door will open to reveal another enemy and some rats. Inside will be another switch to be pulled. Now find the newly opened door that leads into a room filled with "laddered" walls. Pick up the Iron Key inside and climb up into the next room. Kill the thug

7 The Stone Dragon is sitting in a sewer hallway.

8 Take a dip for the Gold Dragon.

9 Break and enter for the Jade Dragon.

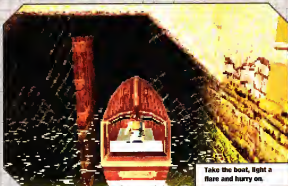
# TOMB RAIDER

and his mutt and pull the switch near the wooden door. Now you can exit.

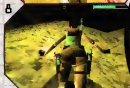
Head over to the stone landing with another motorboat parked out front. Kill the gunman and use the Iron Key to get inside. Kill the emerging henchman and inside you'll be able to flip one of the last switches. Now swim over to the boathouse with the wooden ramps. Shoot the guy wandering around inside. You'll notice a long wooden ramp leading up to a room near the boathouse. Head up to the room and shoot out a window to grab the Jade Dragon (Secret #3) inside on the table.

Back down at the boathouse, you'll want to flip the switch on the far side of the room. This will open the last gate behind the area packed with mines. The door is timed, but you can always come back if you miss your chance. Now head back to the second motorboat. Gun the engine and send it into the area with the mines and make sure to jump out of the boat before it sets them off. This should get rid of that pesky problem. Now pick up your first boat and drive it right on through to the next level (you'll have to flip the boathouse switch again).

1 Flip the switch inside to open another door. 2 This room will trap you inside, so be prepared. 3 Pick up the Iron Key and climb up. 4 Use the Iron Key to open this last door. 5 The last door is timed, so you gotta be quick! 6 Use the first boat to detonate the bombs. You'll have to move quickly in order to avoid death.



Take the boat, fight a flare and hurry on.



Bad Guys

Best thing about them is when they're dead. Check out the corpses for goodies and ammo.



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## LEVEL 3

## Bartoli's Hideout

ITEMS: DETONATOR KEY, LIBRARY KEY

'Less boats, more killing' is the motto for this level. Drive your boat through the opening gate and dock it at the wooden landing. Shoot all the rats on the walkways and make your way to the side of the building. Take out the thug and the rats on the upper platform inside. Flip the switch and the main double doors near the landing will open. Take out more thugs and head inside the big building. Shoot out the windows near the back of the room and take out the two dogs. Inside the outer room, you'll find some nice pick-ups, so don't pass them up. Now head down the hallway with the statues and falling swords. Flip the switch in the dark area past the hallway and then make your way back out to the main room again. Use the slanted wooden platform in the center of the room to bounce into a grab onto the uneven wooden planks above. You can now reach the yellow colored block sitting above the slanted wooden plank below. Pull it back, then jump back down to the lower level. Use the small platform next to the slanted one to jump up and grab the upper walkway. Climb up and then jump across to the opposite landing. Use the ladder footholds to make your way over onto the outside balcony. Shoot the pest on the far balcony and then pull a running jump to grab onto the red awning. Shimmy across until the next balcony is directly behind you. Pull up, then jump back onto the balcony. Jump across from the balcony to the wooden platform. Diagonal jump onto the red awning near the newly opened door. Once there, gently hop down onto the stone platform directly beneath the awning by using the shingled roof next to it. From here you can jump into the new area.

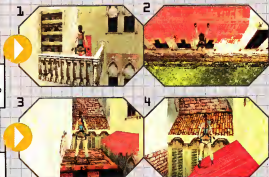
Take out the dogs and the thugs on the staircase, then, once inside the room, shoot up the window. Before you exit through the window, examine the wallpapered wall near the entrance. You should find a switch there. Pull it, then head out to the staircase. A door will be open with a dead thug and the Silver Dragon (Secret #2) waiting for you. Now head to the balcony outside the wallpapered room, shoot the gunman and head over to the next window. Break it open and enter the room, take out the enemies and examine the fireplace. Hmm... Push the brick block at the back of the chimney to reveal a new area. Climb up, shoot the rat, then examine the next room before blindly leaping in.

**1** From the balcony, make a running jump over to the awning and be ready to grab the ledge. **2** Shimmy over to the far end of the awning and pull up.

Use the slanted wooden platform in the center of the room to bounce into a grab onto the uneven wooden planks above. You can now reach the yellow colored block sitting above the slanted wooden plank below. Pull it back, then jump back down to the lower level. Use the small platform next to the slanted one to jump up and grab the upper walkway. Climb up and then jump across to the opposite landing. Use the ladder footholds to make your way over onto the outside balcony. Shoot the pest on the far balcony and then pull a running jump to grab onto the red awning. Shimmy across until the next balcony is directly behind you. Pull up, then jump back onto the balcony. Jump across from the balcony to the wooden platform. Diagonal jump onto the red awning near the newly opened door. Once there, gently hop down onto the stone platform directly beneath the awning by using the shingled roof next to it. From here you can jump into the new area.

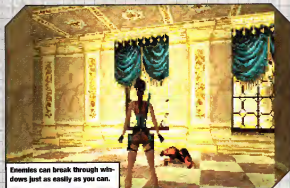
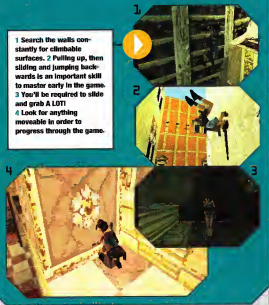
**3** From the balcony, jump over to this ledge and angle your next leap carefully. **4** From the next awning, hop over and grab the edge of the roof.

The opening will lead into a huge room with chandeliers and covered tables. From the ledge, shoot down the thug and his two dogs, then descend into the room. The set of broken windows to the left leads to water below. If you take the water route, you'll be able



## ALL THOSE NEW SKILLS

**1** Search the walls constantly for climbable surfaces. **2** Pulling up, then sliding and jumping backwards is an important skill to master early in the game. **3** You'll be required to slide and grab A LOT! **4** Look for anything moveable in order to progress through the game.





## LEAPING LIGHT FIXTURES, LAARR!

RESOURCEFULNESS AND A GRASP OF THE SOMEWHAT 'DOABLE' ARE IMPORTANT SKILLS FOR ALL TOMB RAIDERS

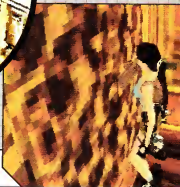


to swim into an area that you could only previously see before, but couldn't access. If you explore some of the underwater caverns, you'll find some grenades, the Gold Dragon (Secret #1), and a switch that will open up a clear passage to the room with the blades and flames from before. Ignore it and simply swim back to the wall outside with ladders leading back up to the broken windows. Once you're back in the big room, hop onto the slanted table next to the lowest chandelier. Climb onto the chandelier and then hop over to the ledge with the windows against the wall. Pull the switch and a trapdoor behind the fireplace will open. Now drop through the trapdoor and you'll land in an area filled with water that you couldn't get to before. Flip the lever on the wall and swim back out the way you did

previously to get back to the ladders on the outside wall. Now using the lowest chandelier, hop onto the middle chandelier and then over the platform on the wall opposite the fireplace. Pull the switch and a painting will swing open to reveal a key. Hmm... Now jump back onto the middle chandelier and then hop onto the highest chandelier. From here, you can access the high wooden walkways. Walk along the walkways, shooting the rats, until you reach the wooden ceiling beam stretching across the middle of the room. Grab onto it and shimmy to the center of the room and pull yourself up onto it. Now jump across to the platform on the opposite side of the room. Hop over the low brick wall, kill the tough guy (What is he doing up here? Keeping the rats company?) and then locate the switch on the ceiling beam. Flip it and the far chandeliers will now lower. As tricky as this may be, you must make your way back over to the now-lowered chandelier so you can access the Library Key in the hole behind the painting. Once that's done, head back out to the water and to the area with the locked door and books lying on the ground. Using the key, open the door and you'll enter a room



A hidden switch in one of the fancy rooms will open the door leading out to a balcony with the Stone Dragon.

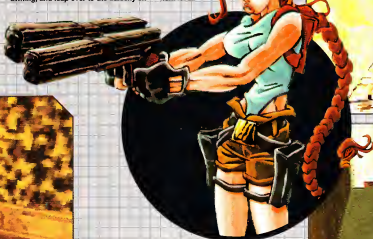


Get some air and dive deep for the Gold Dragon.

branching off into three different areas. Opt to take the door with the switch next to it. Inside you'll face two gunmen, and once they're toast, head outside to the courtyard. Open the door leading to the water. Swim across to the small dock to the left of the opposite building, shoot the rat and climb onto the brick wall. Walk along the perimeter of the water, pass the detonator box (you don't have a key for it), following the brick wall until you reach the shingled roof with three windows above it. Climb onto the roof, shoot out a window and grab the **Jade Dragon** (Secret #2) inside. Now head back to the courtyard. Back inside the main room, head to the only other open book room. Climb the bookcases up until you reach a room with a switch. Shoot the rats and flip the switch. The third book-room door will open. Head there, shoot the gunman, and climb all the way up until you reach a breakable window. Shoot the window, slide down the awning, and leap over to the balcony on

the opposite side. From the balcony, hop back across to the shingled overhang, then jump onto the brick wall facing the water. Jump off the wall and onto the houseboat. Inside is yet another thug and also the **Detonator Key**. Pick it up, then head back to the courtyard. The door will open up when you get near it. Beware of the gunman lurking just behind it, though. Take him out and then head back to the **Detonator Box**.

Once you use the **Detonator Box**, you'll blow up the building across the water and a gunman will magically appear on the balcony to the left. If you can, shoot him down, then head over to the newly "renovated" building. Find a way to climb all the way up and onto the roof. From there you can access a slide that will take you into the next level.



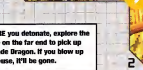
The **Detonator Key** is necessary to destroy the hideout.



Death and destruction are all part of a day's work!



Shoot out the windows and grab this **Dragon**!



- 1 Use the **Library Key** to access the last part of the level.
- 2 Here's an alternative to reading.

**BEFORE** you detonate, explore the house on the far end to pick up the **Jade Dragon**. If you blow up the house, it'll be gone.

## LEVEL 4

## Opera House

Items: 2 Ornate Keys,  
Relay Box, Circuit Board,  
Uzis, Grenade Launcher

Welcome to the Opera House. Now, prepare for an excruciating level, all you fledgling tomb raiders. From the first platform with the swinging box (is that thing hooked up to a metronome or what?), do your best to kill off the gunman on the platform below. If you manage to do it, you should be able to roam the area freely. Dive into the water and head to the far end of the 'lake' on the opposite side from the house boat. Climb up the wall ladder until you reach the first stone landing. Hop across the opening to reach a switch. Flip it to open a skylight plank in a building in the middle of the level area. Proceed to use the wall ladder to climb up one level higher. From there, you'll want to jump all the way across to the stone platform on the opposite wall. Now pull a couple of running jumps along the following platforms: until you reach the start point with the platform and the swinging box. You need to jump into the center of the roof of the building directly across the water from the platform you're standing on. Avoid the swinging box at the same time. You'll sustain a little damage from the fall, but not much. Once inside the building, shoot the bad guy and then find the Ornate Key hidden in the center of the pile of crates in the room. Once you've got it, head up the

1-2 Dive into the water and find the ladder to climb up to some new areas and a switch to open up the big building in the center of the first area.



Welcome to one of the longest levels in TR2.



ple the lower edge. Make sure to align yourself with the doorway of the houseboat and then fall, and then quickly grab the edge of the doorway so that you can pull yourself up into it. Shoot out the glass door and WALK across the broken glass to the ladder on the left.

Climb up the ladder and make your way to an area above a huge hall. You'll have to use the Ornate Key on a door to let you through. Your job now is to run and jump across a long stretch of falling planks to reach the other side. Not as hard as it looks, but just keep moving and make sure to line yourself up for a safe route with no big gaps in it BEFORE you begin your run. Once you reach the other side, follow the wall until you reach an opening on the side. Climb through it to reach the large open area on the roof. There are a lot of enemies wandering around this area, so stay on your guard for any random attacks! Your objective now is to master a jump from one of the corners of the gigantic skylight onto a ledge with another swinging box above it. Once you're able to do this, drop down into the gap and pull the switch inside. This



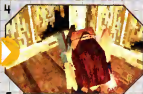
Learn all the routes hidden in the Opera House.

4 Once you get into the big building, pick up the Ornate Key in the pile of crates.

5 Now return to the center high ledge and head over to the shingled roof.

6 Drop down to the doorway and blast out the window to make your way carefully inside.

7 You'll come across a lot of broken glass throughout the game. Apparently no one likes to recycle. WALK through it to avoid taking damage.



Run, jump and grab all the way back to the center ledge.



stairs, kill the thug and his dog to exit the room. Once outside, repeat your maneuver from earlier to once again reach the platform with the swinging box. From there, you'll want to make a jump over to the brick square platform next to the starting point door. Using the sloped roof next to it, jump, grab and shimmy to the small square safe point in the corner between the roof and the houseboat. Once you've made it there, make a small jump onto the houseboat's roof, so that you can grap-

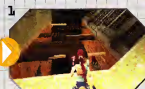
will lower the wooden planks that run along one side of the skylight.

Head for it, take out the newly emerged enemies and then drop inside. Pull the left switch to open the iron gates to the left (don't worry about the right switch for now). Now, find the next switch at the foot of the steps to close the iron gate. Now climb back up the hanging ladder and drop onto the ledge of the small opening next to the gate. Drop into the opera house area, but beware of the falling sandbags. To the left of where you entered the area, there is a small hallway that has nothing in it now, but make a note of its location. Now, make your way over to the right hand side of the upper platform and make your way slowly down. Your objective is to get to the platform with the gunman on it. Shoot him and then hop down into the opening in the middle of the curtains. Hop lower onto the next platform, shoot the thug and the dogs, then run down the hallway until you find an area with three ornate windows. Shoot out the windows, walk backwards up to the edge and gently jump down into the new room. This dressing room area is hell, so make sure to save.

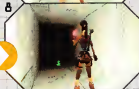
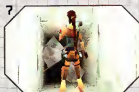
Now flip the switch near one of the steel doors. Slide forward into the area, jumping at the last minute across the floor fan and onto the ledge on the opposite side. Pull yourself up to grab the second **Ornate Key**. Now climb up the two ledges to the right of the floor fan and from the highest platform, making sure to jump onto the furthest slanted steel side so that you are sliding facing forward. Jump at the last minute to grab onto the opposing ledge and make your way down the air duct. Shoot the rat and prepare to jump with precision. From the next ledge, you must jump so that you land on the far ledge, but don't run too far or you'll be sliced by the fan. You'll have to pull a standing jump forward to reach the next ledge and do it again to access the final ledge. From the safety of the last ledge, look back and you'll notice a dark area above. Jump forward and grab the ledge to pull up into a small area containing the **Jade Dragon** (Secret #1). Light a flare to pick it up and avoid the fan behind it. Once

you've managed to do this, drop back down to safety, then pull the crate in the small airduct room and you'll find a lever behind it. Flip it and then push and pull the box into the dressing room you were in just a little while before. Push it so that it is positioned beneath one of the higher windows. Now climb onto the ledge and shoot out the windows. Now push the box in this room so that it rests on top of the box that you just brought out of the airduct. Climb onto the top box and pull yourself back into the Opera Hall. Shoot the henchman and exit the hall-

- 1 Run across and don't look down!
- 2 Shoot the plethora of thugs wandering the rooftops.
- 3 This ledge is your main objective.
- 4 Hop down to flip a switch below.
- 5 Now you can get into the main hall!
- 6 Be ready for anything in this new area.



Always be prepared is a damn good motto!



- 7 Standing forward jumps are the main staple of living through the airduct fun of the Opera House.
- 8 Keep a flare lit and don't forget the Jade Dragon!



Oh, goody. Air ducts are Tomb Raider territory now.





way by returning to the main hall (the platform where the gunman was).

Use the Ornate Key on the lock near the wooden double doors in the back of the Opera Hall. This will lead you back to the small room that leads to the area with two switches (one of them non-functioning). You don't need to go there now. Just get to the stage of the Opera House. Once there, enter the room with the water beneath its floor and pull the switch there. Now head into the room on the opposite side of the stage and pull yourself up onto the lowest platform. Pull a running jump to reach the lengthwise crevice in the brick wall, then shimmy over to the open area on the ledge and pull yourself up to flip the switch. Now run and jump back onto the previous wooden platform in the middle of the room and continue to the far side of the plank. Jump to the ledge on the brick wall, then pull yourself up into the recess in the wall. Run, jump and grab onto the higher platform and walk to the swinging sandbag. Time your jump past it and the next one to reach another switch. This opens a trapdoor in the stage floor. If you want to take the fast route, simply continue through the opening facing the stage, sliding down and jumping at the last minute. If you positioned yourself correctly, you'll fall through the trapdoor in the floor and you'll land in water! Use a flare to explore the area. You'll find a Relay Box at the foot of a long ladder in one room, and a switch and the Stone Dragon (Secret #2) in another. Flip the switch and then climb the long ladder to enter the main Opera House again.

Take the Relay Box over to the short hallway at the corner of the highest floor in the opera house. Place it in the mechanism next to the previously defunct switch and in front of a silent elevator. The elevator will now be activated. Flip the switch, hop into the elevator, ride down, then shoot the two freaks waiting there. Pull the switch on the post and wait for the elevator to leave. Now dive into the water below the elevator and swim around a bit to

discover a Circuit Board and a lever next to the steel grates underwater. Use the open steel grate to emerge and reenter the Opera House. You can now head back to the top floor where the elevator is waiting. Flip the switch and wait for the elevator to descend. Now jump on top of the elevator and climb up the ladder on the wall. At the top, you'll want to WALK around the next room (you won't get hurt by the glass if you're walking), pick up the Gold Dragon (Secret #3), flip the switch in one of the dark alcoves, then walk out the middle alcove to receive the Uzis (if you haven't gotten them already).

Take the Circuit Board back up to the room with the two switches near the roof. Plug it into the mechanism next to the steel grata and pull the now-functioning switch. This will raise the backdrop on the stage. Make your way back to the stage and enter the small room behind it. Take out the three gunmen and then find the moveable wooden crate that is positioned at the foot of the pile below the hanging light. Pull it so that you can enter the small concealed area behind it and flip the switch there. Take down the thug that appears, then climb the highest pile of boxes that leads to an opening above. Walk through the opening and out into the lighted area. You'll now be on a catwalk high above the stage. Walk across the wooden bridge to the right and lower yourself in the room behind the balcony. Jump across the gap in the floor to reach the opposing ledge and then pull the switch there. Carefully jump across to the far ledge, avoiding the swinging sandbag, and lower yourself into the next room. Shoot the guy wandering around on the ground to receive the Grenade Launcher! Now make your way across the crate tops to reach the very back row of crates. Hop onto the crates and make your way all the way to the front wall. Flip the switch there to open the back steel door. Waste all the gunmen and doggies that are running around on the ground and make your way to the next level.

- 1 The Circuit Board will remove the stage backdrop and allow you access behind the stage.
- 2 From backstage, work your way up and over the catwalk to the cargo area.
- 3 Swinging boxes a go go!



- 4 From the stage, flip the switch in this room to access...
- 5 ...this one! Climb around and find the right path.



## PLUG 'N' PLAY PUZZLES



The Relay Box is under the stage, through the trapdoor.



Plug it into the mechanism in the hallway on the top floor.



The Circuit Board is underwater at the bottom of the elevator shaft.



Plug it into the mechanism near the roof to raise the stage backdrop.



## LEVEL 5

### Offshore Rig

ITEMS: **YELLOW PASS CARD, HARPOON GUN, RED PASS CARD, GREEN PASS CARD**

Naffas Mirie deja vu. You'll begin this level without any of your weapons, so you'll have to be careful until you recover them. First objective is to pull a box in the back of the room in order to reveal a timed switch. Now push and pull all the moveable boxes in the room in order to clear a running path from the switch to the door. Hit the switch and run out the door. Dive into the water and make your way around the pool towards the fan. Go around the long way, since the fan won't pull you in unless you're in its direct path. If you're beside the fan on either side, you won't get pulled in. On the left side of the fan at the bottom of the pool is a lever. Pull it. Then go around the long way; you don't want to get sucked in! to the right side of the fan and enter the newly opened vent. Follow the passage until you reach the surface. If you look back at the opening that you came from, you'll spot a lever below it. Flip it and then head back through the passage you just came from. You'll find an open hatch that will lead behind the fan and pick up the Jade Dragon (Secret #1). Now return to the small open area and climb up into the passage. Run down until you reach the plane's dock. Run down the platform, hop across the small gap and find the switch below the platforms and windows. Dive back into the water and enter the newly opened hatch at the bottom of the plane. Climb inside and pull the switch. Now take the underwater vent again to get back onto the platform in front of the plane. Make a running leap to grab onto the wing of the plane and walk on top until you fall through a steel door. Inside will be your pistols.

Swim back to the landing outside of the room you started the level in and take out the thugs in the area adjacent to it. Avoid the rolling barrels and make sure to pick up the **Yellow Pass Card** from the gunman. Use the card to open the doors in the room with windows. Next, enter the room and push the switch at the foot of the two sets of stairs. This will turn off that annoying alarm. To the left of the switch is an area where you'll need a **Red Card**. Instead, head up the right staircase and open the wheel-lock door. Inside, kill the two thugs and then open the next watertight door. Shoot the emerging enemy and collect the harpoons and auto ammo rounds from the shelves inside. Enter the bunk area, making

sure to pick up the harpoon gun and the auto pistols. On the top bunk nearest to the door, you'll find a timed switch. Flip it and run to the last set of bunks on the far end of the room. Hop on the top one to pull a standing leap and grab onto the opening that is revealed. Pull yourself up and continue down the hall.

Beware of the steep slide. You'll want to slide down backwards and grab onto the ledge before you fall. At the foot of the ladder beneath the opening, push and pull the boxes inside a recess in the wall, so that one is positioned for your jump across the flames and onto the far ladder. Do this and you'll climb up and into another hallway. Kill the thug wandering around to pick up the **Red Pass Card**. You'll also notice a ladder in the hallway that leads up to the **Stone Dragon** (Secret #2). Grab both and continue to the next opening. It'll seem familiar because you've been here before. Dive down and pull up into the doorway. Return to the plane landing dock and shoot out the three thugs. Push and pull the stone block behind the upper platform until it's on the very edge of the thin ledge closest to a high entrance in the wall. Hop on top of it and climb up into the entrance. This will lead into the small control room of the plane. Take out the enemy and flip the switch on the wall. This will fill up the deep pool with water. Return outside and swim to the other side of the pool. Run and jump onto the steel platform behind the pool machinery. In the center of the steel platform, pull the switch. Return to the pool control room and drop through the trapdoor that is now open.



### GIMME BACK MY GUNS!



Search all corpses! Yup, it's fun and useful. Especially for Pass Cards... and cheap thrills, of course.

You'll now enter a new area filled with high catwalks. Make massive jumps to access each catwalk and save after every successful jump. If you fall, there are divers in the water below, but there's a ladder behind one of the pillars as well. At the foot of one of the pillars sits the **Gold Dragon** (Secret #3). Also keep in mind that one of the enemies along the catwalks will drop your shotgun. Pick it up. Make your way around the catwalks until you reach a glass window with the **Green Pass Card** inside. Shoot the window, grab the card, then make your way back to the high opening in the wall a couple of catwalks over.

Once you've made it up there, run



down the hallway, take the ladder, drop into the pool control room and use the **Green Pass Card** in the slot by the door. Next, pull the lever at the back of the room once more. Now exit through the opened door, and dive into the pool to the left of the control room. Swim through the small opening near the bottom of the pool, through the passages, pulling the lever to open the grate, then you'll emerge in the next level!

1 Look for an underwater switch that will give you access to the Jade Dragon. 2 A long ladder leads to the Stone Dragon. 3 Drop down from the catwalks to pick up the Gold Dragon.



Mmm... harpoon gun... pick it up from the bunks.

# LEVEL 6

## Level Six: Diving Area

**Items:** Blue Pass Card,  
2 Machine Chips,  
Red Pass Card

Start off by making a long running jump across to the ladder on the opposite wall. Climb up and flip the switch at the end of the short corridor. Now jump into the water (behind the fan are some grenades), locate the switch at the bottom of the pool, flip it, then head to the dry platform. Shoot the two thugs and the dog directly inside the next room. Your next job is to play hopscotch across the two stone pillars in the center of the room, jump to the right one first, then the left one, avoiding the swinging hooks in the meantime. You should be able to jump to the far area of the room from the left block. Take care of the two henchmen, then exit into the next area.

Center yourself at the top middle of the wide ramp. Slide backwards down the middle and fall into the small recess. Pick up the **Stone Dragon** (Secret #1) and pull yourself out, preparing to slide some more. When you slide to the very edge of the platform, jump forward and if you timed it right - you'll be on stable ground. Explore the new area, until you find the three-trillion story ladder. Climb it and you'll find a small room with a square hole in the floor. From the entrance to the room, you'll want to walk to the right side of the hole. Position yourself backwards, then slide down the long stone ramp preparing to grab the edge. Once you do, drop and grab the edge of the steel platform and pull yourself up. Kill the gunman and head to the side of the platform

furthest from the locked door. Find the steel railing guarding one side of the platform and look down. You should see a small recess in the wall below with the **Blue Pass Card** inside. Position yourself to jump into the recess and make a running leap. You shouldn't sustain any damage from the fall if you land on the smooth side and slide into the recess. Pick up the Pass Card and exit through

the door at the side of the area. You'll discover a small ramp that will allow you to make a running jump across to that high ladder from before. Climb back up to the small room with the hole in the ground, repeat your procedure from before to end up on the steel platform. Use the Pass Card to enter the new room. Kill off the flamethrower and his canine friends, then find the two doors in the area that can be opened. Inside one, you'll find a closed gate. In the other, you'll find a room with a pool and various other goodies. Kill the first thug, then push the stone block near the gate to the left of the entrance. You'll find a machine board behind it that's missing a component. Dive into the pool and kill the diver. Surface for air (and save your game), then dive into the area where the diver emerged from. Find the gold lever at the end of the passage then swim through the open grate. Find the next switch, then get the hell out of the water and get some air.

Exit this area and head back into the room with the two wheel-lock doors. Find the door that opens and leads up to that previously closed steel gate. It's now open. Enter the room, kill off the three henchmen, ignore the helicopter and make your way to the room in the back. Here you'll find a short hall with flames and two timed switches. You have to be quick in order for this to work, so it's best to save your game first. Hit the right switch, then zip over and flip the left one. Now run past the first flame, leap over the dropping trapdoor and fetch the **Machine Chip** at the end of the corridor. Quickly turn around and run back out. Now return to the room with the small pool inside it. Insert the Machine Chip in the mechanism that was behind the stone block. Enter the new area, take out the flamethrower and the henchman, pick up the har-

poons at one end of the poolside, then walk over to the far wall from the entrance.

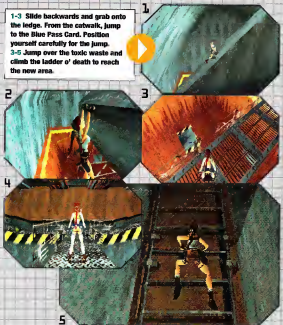
You should discover a secret door masquerading as a computer. Go inside and flip the switch. This will open a trapdoor at the bottom of the pool, allowing you to pick up the **Jade Dragon** (Secret #2). Kill the divers in the pool and then swim around until you emerge in a new room. Grab and pull yourself up onto the lowest ledge. Jump up from there to the small platform above and flip the switch. Now dive back into the water and make your

way back to the small pool room that you originally came from. Kill the thugs and enter the control room. Flip the switch, then exit the room. Jump onto the stone block hanging over the pool and hop to the other side. Find the pile of boxes in the corner and jump behind them. You'll find another switch to flip. Once that's done, exit the room and head over to the helicopter landing area that you can access from the room with two wheel-lock doors. Inside, take out the man and his dogs, then drop into the large newly opened pit in the floor. Follow the hallway and then drop into the core room. Take out both enemies and make sure to pick up the Machine Chip off of one of the thug's carcasses.

Head back to the room with the small pool and the buzzsaw in it. Use the



1-3 Slide backwards and grab onto the ledge. From the catwalk, jump to the Blue Pass Card. Position yourself carefully for the jump.  
3-5 Jump over the toxic waste and climb the ladder of death to reach the new area.



Machine Chip in the mechanism on the wall behind the buzzsaw. The saw will stop and you'll be able to pick up the **Red Pass Card**. Grab it and head back to the core room. Use the Card in the slot near the steel gate, flip the switch, shoot the gunman waiting in the pit for you, the hop down. Pass through all the subsequent rooms until you reach an area past two shallow passages filled with water. From here, exit into the next room. Kill the two thugs and a door will open at the foot of the stairs. Enter the small newly opened room to pick up the **Gold Dragon** (Secret #3), then exit the room and run towards the body in the center of the room. You'll automatically enter the next level.



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## LEVEL 7

## 40 Fathoms

From the submarine wreck, follow the boxes and barrels strewn along the ocean floor until you find a huge sunken ship. Look for an opening near the tail end with an anchor sticking out of it. Swim inside and get some air. Kill off the two sharks tailing you with the harpoon gun. Take a deep breath, then head into the next passage, looking for openings in the walls to continue. Find a switch near the floor in one of the rooms that will open a hatch leading into a new area. Swim through until you come to an area with surface air. You should be in a room with tall crates and a large opening near the ceiling in one of the walls. Swim beneath the tallest pile of crates to find a hidden room. Surface. Down the short corridor will be a switch. Pull it to drain the area of water. Now return to the room with the tall boxes. Jump across the crates until you can enter the room through the opening in the wall. The middle of the room has a trapdoor, so be careful to avoid it. Shoot the thug and pick up the **Stone Dragon** (Secret #1). Fall through the trapdoor, slide down one of the wooden blocks and shoot the two henchmen inside the room.

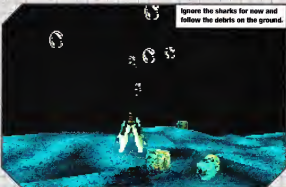
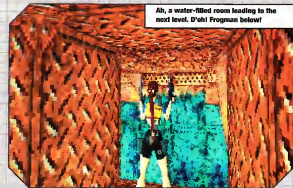
Now using the three tall wooden platforms in the corner of the room, slide and jump to the high doorway in the wall. You'll now be in an area with many corridors, switches and flames. Oh, fun.

The switch near the entrance door will open a door straight down the first hall and to the left. From here you can dive outside the ship and pick up the **Jade Dragon** (Secret #2). Next, locate the hallway with flames blocking it. From here, there are three directions to go in. Your first objective is to head down the center hall. Climb the ladder and flip the switch. Now

return to the flame area. Head down the shorter hall (if you're facing the flame area, it's to the right) and a locked door will now be opened. Inside, flip the timed switch and run quickly back to the hall with the flames. The first set will be out, so run across them and flip the switch in the middle, then exit the hall. This opens the door next to the one that you went through to pick up the **Jade Dragon**. Both this room and the one to the left of the flame area contain timed switches, so you'll have to be fast. Flip the one near the beginning of the area first, then run to the switch closest to the flame area, then run down the now-defunct flame hallway and flip the switch at the end of the corridor to open the door and enter a new area.

Swim below the rusted barrier on the opposite side of the room and head directly up to the top level. Flip the lever near the floor and then swim all the way back down and enter the newly opened hatch near the floor. At the end of the hall is another lever that must be flipped. Find the **Gold Dragon** (Secret #3) in a small recess near the lever. Swim all the way back up to surface. Follow the hall until you reach a room filled with red rocks. Find the small hole in the ground and drop through. In the next room, make your way across the piles of rocks to reach the high opening

in the wall near the ceiling. You'll have to find a crate near the foot of the wall with the opening to help you reach it. Once you're inside, pull the lever to cause an explosion



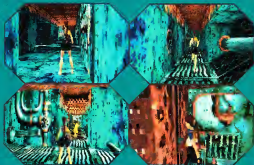
that will rearrange the rock structures. Exit back into the main room. Here you'll find two openings in the ceiling along the side of the room. Enter each one separately and pull the switches in the rooms near the tops of the walls. One switch will fill an area with water and the other will open a door in that same area. Next, head back to the main

room where you triggered the explosion. From here, locate and get to the smaller opening in the wall opposite the one that had the explosion switch. Go down the hall, jump into the water, take out the diver and swim to the next area. Pull yourself out of the water, shoot the two men and then hit the lever to run to the next level.



1 Once you reach the areas filled with mountainous rocks, find the switch that will rearrange them. Boom! 2 Next, climb up both openings in order to flip the necessary switches.

## DARN THOSE SWITCHES!





## LEVEL 8

## Wreck of the Maria Doria

Items: Restroom Key, Rusty Key, 3 Circuit Breakers, Crown Key, M-16

Another long level; prepare beforehand. Start off by walking down the hall, diving in the water, shooting the diver, then following the underwater corridor to the new area. When you emerge, you'll find a large Medipack above an unstable floor. Make sure to have enough health to sustain a very damaging fall, then drop through the unstable floor pieces. Next, take out the henchmen and you'll find yourself in an upside down ship. Find the area with overturned chaise lounges and stand in the corner between them. Jump up and grab onto the ledge above and make your way down the dark passage. At the other end, you'll be able to drop down and pick up the **Stone Dragon** (Secret #1). Return to the main pool area. Push and pull the rattan boxes in the opposite corner of the room to discover two new areas. Head into the one to the right and you'll discover an upside down ball room. Shoot the three thugs and find the area with broken glass. WALK to the edge of the hole that the glass is surrounding. With your back to the edge facing the entrance to the room, back up, fall and grab the upper ledge. Fall again to grab the lower ledge. Pull yourself up into the small recess to pick up the **Restroom Key**. From the edge of the small recess, pull a standing forward jump to grab the upper opposite ledge and pull yourself to safety. Now head back into the main ballroom area and find the uneven piece of floor in the right far corner of the room from the entrance. Grab onto the upper platform and pull up. Walk and face the back wall. Hop back and grab the ledge, then shimmy your way to the completely opposite left side of the room. Pull yourself up and

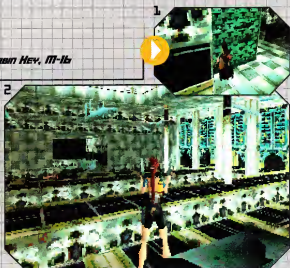
3-4 Above the overturned lounge furniture is a secret passage leading to the Stone Dragon.

- 1 Locate the 'rattan' boxes and move them out of the two hallways.
- 2 Welcome to Eldor's version of the Titanic!

you'll see a blue **Circuit Breaker** on the far end of the platform. Run, jump and grab to reach the **Circuit Breaker**. Now, exit the ballroom and head back to the pool room. Head to the room next to the ballroom entrance and you'll be in an upside down lounge area. Find the keyhole in the wall on the far end of the room, then press the switch in the small area that opens. This will open the double glass doors behind you. Shoot the thug, then hit the switch.

Head back to the ballroom and find the small uneven piece of floor in the far right corner from the entrance. This will allow you to jump up and pull yourself up onto the upper ledge. From here, fall, grab the ledge and work your way over to the opened door in the center of the back wall. Pull yourself up and head through the open door. You'll find yourself in a hallway with a keyhole and five doors. Open the two wheel-lock doors. Enter the room furthest from the keyhole. Move the crate on the ground so that you can reach the switch on the wall. This will open the door above. Now pull out the crate in the wall. Climb it and head through the door. Follow the hallway through a room with a closed door and into the next. Kill the thug, then hop down into a room with a crate in it. Move the crate so that it is beneath the switch on the wall. Pick up the **Rusty Key** that was beneath the crate, too. Flip the switch, then exit through the newly opened door in the room. You'll now be out in the hallway with the five doors again. Use the **Rusty Key** in the lock at the end of the hall.

Enter the newly opened door and safely jump into the room (try not to take any damage). Move the crate on the floor so that it is positioned at the end of the row of boxes against the wall. Pull the crate in the wall out to the very edge of the row of boxes. Now push the second crate in the wall until you can enter the room behind it. Hop down into the new area, then run down the wide hall, jumping over the rolling barrels. The area that the barrels came from has a small recess in the ceiling. Up there sits the **Jade Dragon** (Secret #2). Continue into the next room with a boat and water beneath its floor. Take down the bad guy, then dive into the water. Find and pull the rusty lever along the wall underwater and then quickly make your way back up into the



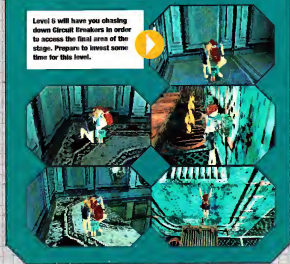
room. Climb through the newly opened door. You'll find another switch and a slide leading to a trapdoor hiding broken glass. Ignore the switch and slide backwards down the ramp, grabbing onto the lower ledge. Pull yourself up and jump back, the trap door should close for good just in time for you to make a safe landing on it. Climb up into the opening in the center of the wall. Flip the switch, then return to the first switch. Flip it and exit the room.

Climb up into the next area with the newly opened door to find an upside

down room with multi-tiers and a glass bottom. Kill all the enemies wandering around, then find the switch on the top platform. Hit it, then run all the way around the top perimeter until you can drop safely through the timed floor hatch to the lower level. Find the switch at one of the ends of the room and hit it. Next, you'll have to pick up the **Circuit Breaker** in the corner of the room and notice that it's sitting on an invisible switch. Step on it, then hofect it over to the opposite side of the room to jump up and through the ceiling. Back to the

## HUNTING DOWN CIRCUIT BREAKERS

Level 8 will have you chasing down **Circuit Breakers** in order to access the final area of the stage. Prepare to invest some time for this level.

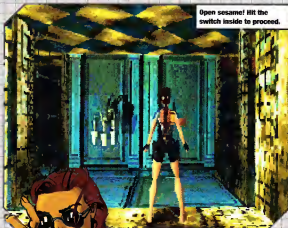
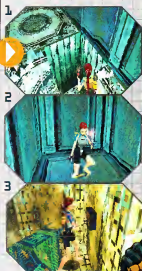




top level. Exit the room and head back to the boat room. Backup and fall through the hole, grabbing the ledge. Then let go and land on the boat below. You'll sustain a little damage, but not much. Open the wheel lock door and head down the hallway. Ignore the ramp and just hop down into the small area with the glass door. Flip the switch, then head for the ramp. You'll drop back down into the lounge area from the beginning of the level. Flip the switch next to the keylock, then climb back up into the rusty passage. Head to the small area where you just flipped the switch to drop the hatch. You'll now be able to pick up the Circuit Breaker on the other side of the double glass doors. Return to the main pool room near the start point of the level. Dive into the small pool in the corner and make your way through, pulling the lever until you emerge in a new area. Take out the three thugs and place the Circuit Breakers in the slots along the wall near the flames. Once this is done, pull the crate over until it's beneath the opening high above in the wall. Climb into the room and flip the switch.

Now from the room, you'll want to jump across the series of large industrial pipes hanging from the ceiling until you reach the wide opening in the far wall. You'll now be inside another section of the ship. Find the door inside with a wheel lock. Enter and flip the timed lever. Now run straight across the ship from the room and you'll find the newly opened room. Push the crate inside onto the wall and then flip the switch on the wall. A hatch leading underwater will open. Find the hatch, dive in and locate the Cabin Key on the other side of the boat. If you're looking for the Jade Dragon (Secret #3), make sure to explore near the opening underwater. You should find a small square opening near the hatch leading back into the ship. Pick up the Dragon there

1-2 This will be the first of many precarious drops. Proceed carefully to obtain the Restroom Key. 3 Open the loc, man!



Open sesame! Hit the switch inside to proceed.



## LEVEL 9

### Living Quarters

Items: Theatre Key

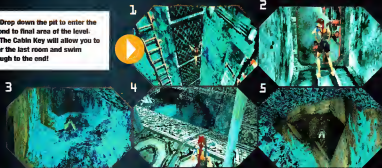
Begin the level by swimming back out through the big circular opening. Look on the wall that you just passed and there should be a lever there. Pull it and then exit through the opened hatch. Climb up and into the new area, shooting the thug. Pass the engine room and head into the next area at the far side of the room. Drop down, take out the henchmen, avoid the rolling barrels, then position yourself at the top of the long ramp. You'll want to make a side-ways run and jump to leap over the railing next to the flames and to grab onto the small crevice above the flames. Scoot all the way over to the other side of the room, drop, then flip the switch to turn off the flames. Climb up into the area and hit the other switch there to shift the positions of the pistons. Return to the engine room and, starting at one end of the room, hop across the tops of the pistons in order to reach the small opening on the far side of the room. Inside, take out the gunman and locate the moveable boxes inside.

the room and take out the divers. Locate the barrels on the sea floor and there should be a crevice and an opening nearby. Swim through the opening, avoiding the eels and barracuda, until you reach the next level.

Push the first box all the way into the wall, then head through the opened passage to the next box. Push the second box out of the way and you'll now have a clear shot down. Grab and drop down through the hole and find the clock switch that you had just pulled earlier. Pull it again, then head back up through the hole. Walk out to the platform above the engine room. Run and jump to the side to pick up the Stone Dragon (Secret #1), then return to the platform. Now jump across the pistons to reach the last gear on the far side of

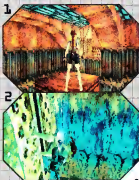
## DIVE, SHOOT AND JUMP, ANYONE?

1-2 Drop down the pit to enter the second to final area of the level.  
3-5 The Cabin Key will allow you to enter the last room and swim through to the end!



the room. With an angled run, jump and grab, land on the furthest high wall ledge to reach the lever there. Pull it, then find a safe way down (look for a sloped landing to slide to safety). Head through the door beneath the switch and take the plunge in the flooded area. Pull the lever on the wall in the middle of the room, then head through the newly opened door. Kill the diver and swim down. If you need a little air, there's a small opening near the hole that you swim out of in the bottom of the ship. Grab a couple gulps, then head to the far end of the area to the small opening in the sea wall. Avoid the oel by sticking close to the wall when pulling the lever. Swim back out and, directly above the opening to the small cave, you'll find a newly opened trapdoor. Swim up into it and climb out of the water.

In this new area, follow the passage and you'll find an area filled with large blue pipes hanging from the ceiling. Make your way to the large rusted beam in the center of the room on the floor. Shoot the gunman above and at one end of the beam, you'll find a switch. Pull it and you can enter the door on the opposite end of the beam. Inside the new room, you should probably save. Now face the two switches on



1. Angled jumps and grabs suck. Save now!  
2. Flipping the switch will submerge the neighboring room.

the wall near the door and pull the right one, then the left one. Quickly turn around and face the opposite wall. Run, jump and grab onto the iron overhangs above the broken glass. Shimmy quickly all the way over to the solid platform in the corner of the room. Pull up and flip the lever. Now exit the room and enter the big pipe room again. In the corner of the room on the complete opposite side of the room from the original entrance, locate the two slanted platforms. You must jump forwards onto the lower platform which will let you slide backwards. Before you fall off the platform, jump backwards onto the opposite platform and bounce into a forward grab onto the overhanging ledge above. Pull up and follow the walkway around. When you reach the part of the walkway blocked by a big crate, hop onto the area next to it. Pull it towards the edge and return to the longer walkway (there should be a dead gunman in this area of the platform). Now jump to the opposite side of the crate, then drop and hang. Shimmy over to the open

area, then pull up and turn around. With a standing jump and grab, you should now be on a high platform in the center of the room. Drop down on the opposite side and follow the walkways around until you face an opening above the original entrance far below. Run and jump through the doorway to enter a new area.

In this new area, you'll face a gunman. Shoot him, then turn right down the first hallway. Here you'll find a pit with the Gold Dragon and a bunch of broken glass. From the edge of the pit, jump forward to grab onto the ledge above the pit. Pull up and then walk into the corner of the small opening. There should be some unstable floor there that will allow you to drop through and pick up the Gold Dragon (Secret #2). Now exit this hallway and enter the next hallway to the right. When you reach the sloped floor, slide and jump to avoid falling through the unstable floor bits. From the window, walk into the next area, then shoot the barracuda swimming around in the shallow pool. Notice the unstable floor piece at the bottom of the pool next to the wall. Drop through it and swim out into the small underwater area to pick up the Jade Dragon (Secret #3). Return to dry land and then continue past the shallow pool to enter an area

with an uneven floor. Head all the way to the opposite side of the room, past the area with the two skinny, sloped platforms facing one another (there's a falling floor piece between them). What you need to do is jump back onto the out-facing

1 Angled jumps and grabs suck. Save now!  
2 Flipping the switch will submerge the neighboring room.

platform in order to jump forward and grab onto the crevice in the broken wall in the center of the room. Once you do this, shimmy sideways until you can pull yourself up. From here, simply find the door near the broken wall to enter the next area.

Once through, enter the room, climb the stairs, then in the next room, locate the moveable box against the far wall and down the connecting hall. You'll want to pull it out of the hall. Now return to the small railing in the same room, then jump to the lower level. Take out all the enemies, then head to the far end of the room. You'll find a large shallow pit with a moveable crate

## THOSE ELUSIVE SECRETS...

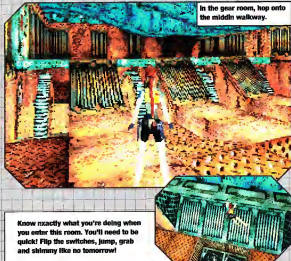
All the secrets are clustered together in Level 9. But that doesn't mean that they're easy to get to. Use your head to go the safe route and pick them all up.



inside of it. Pull it out to pick up the Theatre Key underneath it. Now return to the main section of the room near the short staircase, beneath the skylight. Climb the staircase and you should find a lock to use your Theatre Key in.

Once the double glass doors open, enter the large theatre. Climb down the rows of seats and shoot the enemies lurking inside the small side balcony box. Jump inside the balcony box and flip the switch near the foot of the short stairs. This will allow you behind the stage curtain. Now exit the balcony box

and head for the stage. Light up a flare to see where you're going, avoid the gaps in the stage floor and pull the moveable box over to jump even further backstage. At the far end of the stage corridors, flip the switch and return to the main room with the tiled floors and the skylight. Check out the shallow pit where you found the Theatre Key and it should now be filled with water. Swim across to the opening and pull yourself up into the doorway to exit to the next level!



## LEVEL 10

## The Deck

Items: Stern Key, Cabin Key.

STORAGE KEY, SERAPH, GRENADE LAUNCHER

From the start point, make your way into the open area of the deck. Take out the thug and flamethrower, then explore the opposite side of the deck to pick up the Grenade Launcher. Now return to the hall where you began and climb up onto the railing overlooking the lake far below. On the small rocky ledges along the walls of the lake, there is a Stern Key. Now dive into the water and find the lowest ledge to the left to climb up on. Take out the swimming barracuda and then hop along the rocks to grab the Stern Key. Now plunge back into the water and locate the tiny opening along the underwater wall where you found the key.

You'll exit into a huge rusted iron alcove. Take out the thug and the flamethrower in the neighboring alcove, then find the area with moveable crates. Push the corner crate against the other and then climb up top. Push the top crate so that it rests on the immovable crate. Now hop back down and pull the corner crate back, then push it so that it sits at the edge. Pull aside the center crate and a doorway will be revealed. Use the Stern Key and enter the room. Climb down and swim through the small underwater area until you find a lever. Pull it, then exit the water and the room. Return to the second alcove where the flamethrower was. Take out the gunman and locate the dropping hatch on the alcove floor. Drop through, then climb the ladder at the far end of the room and pull the lever at the top. Now head back to the stern. The water will now be drained allowing you access to the moveable crate in the back wall. Pull it out and enter the room behind it.

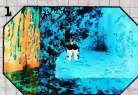
Run through until you can pull yourself up into the cave previously blocked by a rusted propeller. Dive into the huge lake inside and swim closely next to the left hand shoreline until you find a ledge low enough to climb up on. Take out the thug there, pick up the clips, then take out the two divers swimming around in the lake. Deep underwater, surrounded by green seaweeds, you can also pick up the Stone Dragons (Secret #1). From the lefthand shoreline, run along it to the far end of the cave and you'll find an entrance to a new area. Run through, killing the wandering gunman, until you reach a room with a big med-kit inside. Make sure you are at full health, then drop through the big opening in the center of the floor. You'll land on the life raft in the center of the lake and you'll also be low on health. Heal yourself, then pick up the Cabin Key. Take out the two

sharks swimming around, then head back to the left shore and make your way back into the branching cave.

Once there, instead of heading straight to the room with the big hole in it, find the alternate path heading left. Make your way all the up the cave area until you reach an opening in the wall facing the upper deck. Hop down, take out all the wandering enemies, then



Long, damaging jumps are the trend in Level 10.



1 Dive into the lake far below from the start point, then pull up onto the rocks. 2 You'll get the Stern Key along the rocky ledges.

make your way down, deck to deck, until you reach the level with the small pool on it. Take out the barracuda, hop in. Kill the diver, then find the retracting wall underwater. Inside the small recess you'll pick up the Gold Dragon (Secret #2). Now get out of the water, shoot the flamethrower, and make your way down to the next lowest deck level. From here, locate the raised wooden platform rising up from the lowest deck level (the one you started the level on). Run and jump onto it, then repeat the maneuver to reach the high stone platform at the very edge of the deck facing outwards. Pull a running jump to land on the top of the rusted airplane. From here, walk to the far side of the plane and find the area with a crevice below it. Drop and hang to catch hold of it, then shimmy over until you can pull

yourself up. Face the stone wall of the lower cave and you'll see an opening. Run, jump, grab, then pull yourself up into it. Follow the cave around, killing the gunman inside, until you emerge in a small opening facing the roof of the high deck. Drop down the hatch, kill the thug, then locate moveable crate near the door. Pull it out of the wall and flip the switch behind it. Exit the room, then enter the newly opened door. Use the Cabin Key to unlock the door inside. Once in the new room, make sure to run across only one straight set of falling platforms to allow yourself a path back. Run across, flip the switch, then run back to solid ground.

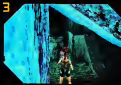
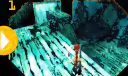
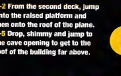
Now the third and last door will be open. Head for it, go down the short hall and climb up into the cave area. Follow the cave all the way up until you come

to a room with a big hole in the ground. Drop through the hole onto the rusted pipes and pick up the Storage Key.

Next, head back down to the low cave with the rusted airplane. Make sure to use those high platforms on the lowest level deck to spot a hole in the deck level cave wall. Inside is the Jade Dragon (Secret #3). Run across the stone platform at the edge of the deck to grab onto the crevice leading into the small opening. Shimmy over, pull yourself up, WALK across the glass, pick up the dragon then walk back over to the opening. From the ledge you'll want to jump forward. Any other way, and you'll die. Make your way back down to the low cave and use the Storage Key in the lock on the far side of the cave. Inside, pick up the gold Seraph in the corner of the room to continue to the next level.

## GETTING TO THE TOP AND BOTTOM OF EVERYTHING

1-2 From the second deck, jump onto the raised platform and then onto the roof of the plane.  
3-5 Drop, shimmy and jump to the cave opening to get to the roof of the building far above.



## LEVEL 11

## Tibetan Foothills

Items: *Drawbridge Key, Hut Key*

From the start point, find the opening leading down, killing the hawk in the meantime. At the opening, slide down and jump over the first set of rolling boulders, then avoid the second set by taking refuge in the shallow recess in the snow wall. Once both sets of boulders are past, find the see-through ice sheet covering an opening in the wall. Shatter it with a bullet, enter, kill the attacking cat, and pick up the auto rounds. Now return to the boulder thoroughfare and climb up into the opening that they came from. You'll eventually find a ramp facing a large ice sheet. Run and jump off the ramp, shooting at the ice sheet and you'll land on the other side (now very Rambo!). You'll begin sliding, so when you reach the cavernous ledge, jump across to the

opposite wall and grab onto the ice. You can climb it! Make your way over to the doorway. Through the doorway, you'll face a large canyon with a river at the bottom. There's a doorway directly below the opening, but it can be difficult to get to in one try, so simply take a

swan dive into the water. Climb up on the low ledge and use the broken ice on the wall to climb up and drop into the doorway. Make your way through the cave, avoiding the dropping icicles, until you come to an opening facing a snowy series of ledges with a big medi-pack at the foot of them. Run and

jump across to pick up the medi-pack, shoot the hawks, then climb up the snowy ledges to the crest of the hill.

You'll spot a wooden lodge and a snowmobile. Take care of the wandering gunmen outside the lodge, then head to the wooden door near the ledge



Hop over the first set of boulders, then find the recess in the wall!

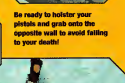
- 1 Ramps ahoj! Ride your snowmobile through into the new area and dismount the vehicle.
- 2 Up inside the cave, move the ice blocks out of the opening.
- 3 Now plow through the ramps and launch through the opening! Yeehaw!



where you came from. Pick up the **Stone Dragon** (Secret #1) sitting in the doorway. Now hop on the snowmobile and head into the nearby cave. Run over the gunman inside the cave and continue until you reach an area with a bunch of stone ramps. Find and enter the small doorway in the wall next to the large blocked opening. Inside, shoot the two cats and then move and push the ice blocks sitting in the middle of the large opening. Move them into the hallway and then return to your snowmobile. Your objective is to launch through the opening on your mobile, so find the low level beginning of the series of ramps to get on them. Ride them all the way around until you're positioned on the ramp heading straight for the big opening. Now put the pedal to the metal and fly through the open-

## QUICK THINKING

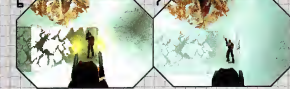
In pure action style, Lara will have to run up a ramp, shoot through a sheet of ice, then slide into a jump and grab. Save right before attempting the feat, if you're smart.



Be ready to holster your pistols and grab onto the opposite wall to avoid falling to your death!



- 4-5 Take a look at your next objective. Head to the outer area and slide and grab onto the center ledge to climb down. Pick up the Drawbridge Key inside.
- 6-7 'Ello mate... fancy a taste of lead?





ing, then continue through and use the mobile to jump across the huge gap past the opening.

From here, you'll want to stay on your vehicle and when the road forks with a big cavernous gap down the center, head to the right all the way to the far end of the cave. At the end wall, climb up the cracked ice on the wall and flip the switch in the above room. Now head down and hop back on your snowmobile.

Plow down any enemies that get in your way at this point! You'll want to stop when you arrive at a dry, dirt ramp above a big rocky valley. You'll notice the Jade Dragon (Secret #1) sitting on a ledge next to the ramp. Run and jump across to the ledge to pick it up, then return to your snowmobile to soar over the big gap in the rocky bridge. When you reach the opposite side, jam along the far wall to the opposite side of the room, avoiding the boulders and the big gap in the center of the room. When you reach the other side, locate the switch in a small recess in the back wall of the open cave. Flip it to open the

wooden door. Inside you'll see a small opening on the far wall in the room with the boulders. Hop back on your mobile and drive back to that room, parking your snowmobile on the opposite side of the gap, near the original entrance. Now walk along the gap until you reach the center of the room. You'll need to side-

ways jump onto the slope in the very center above the ice ladder in order to slide, drop and grab onto the ladder. Then lower yourself into the doorway below.

Once inside, pick up the Drawbridge Key, then drop through the small square opening in the ground. You'll emerge in a room with a wall of ice in the center. Shoot through it and the gunman behind it to continue into the next room. There, you'll find a switch below some falling icicles. Get the icicles to drop, then flip the switch to open the next wooden door. Climb outside, then find the ladder near the door to climb all the way back up to the top of the small canyon

**1-2** Enemy bikes are the cat's meow, but they're also heavy and slower than your original snowmobile. Don't plan on big jumps with them.



**3-8** Once you arrive at the ice lake, use the Drawbridge Key to clear the way to the avalanche area. Ride through to trigger an explosion!



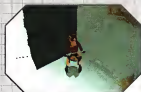
## STONED AND JADED SECRETS

**1-2** Pick up the Stone Dragon in the hallway near the enemy hut. If you miss it, you're a chump.

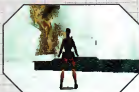
**3-5** The Jade Dragon sits on an short ledge near the big snow ramp later in the stage. He's easy to pick up, but you'll have to blast a few ferocious kitties on the way back to solid ground.







Ice blocks are good for pushing around. Do it.



Getting to the level exit is easy once you reach the ground.



It's best to drive your mobile straight off the top.

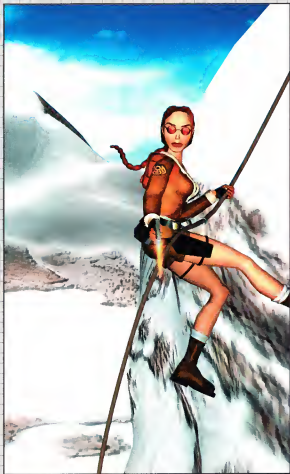
and to the dirt ramp above. Now hop back onto the snowmobile and make your way past the big gap again. Once past it, head into the next cave and into the open area with the iced over lake in the center. Use the Drawbridge Key in the lock near the entrance, then drive your snowmobile up onto the ramp leading to the wooden drawbridge above. Once over the icebridge, head over to the small sign and then proceed across the path, finding a safe gap between the falling boulders to wait out the avalanche. Once it's over, head through the small doorway at the end of the path. Once you drive through and approach the huge gap in the floor, you'll hear an explosion. Now use your snowmobile to jump over the huge gap and head out the sloped opening on the other side to return to the area with the once-frozen lake.

Head down to the now dried-out lake and the Hut Key will be at the bottom of it. Pick it up, then take out the snowmobiling thug. Hop back onto your snowmobile (not his, it's slower and heavier) and head all the way back to the small enemy shack near the very beginning of the level (it's where you first got your snowmobile!). Use the Hut Key to get inside, then pull the lever at the back of the room. Exit the hut, then head for the newly opened door, taking out the attacking gunmen. Through the door, run down the stone passage and down into the new area, while gunning down the snowmobiling baddie.

Hop on his discarded vehicle, then head out of the large area. Down the next passage, you'll face a small gap in the floor. Drive your mobile along the side to get past the gap, then dismount it. Using the ice ladder on the side of the gap, climb down into the pit until you're hanging from the bottom rung. Hop down, then quickly sideways jump to get out of the way of the rolling boulders. Wait until two sets of them pass, then enter the small hallway to pick up the **Gold Dragon** (Secret #3). Climb back up and out of the pit, then hop back onto your mobile.

Drive up the steep incline and you'll emerge in a large valley. Take out the mobile gunmen and head to the bottom of the valley. There'll be a doorway blocked by a large iceblock. Push the iceblock so that you can enter the new area. Gun down the entering bad guys, then examine your surroundings. Walk to the large cliff and look down. Shoot the wandering gunman below, then work your way down, using sloped edges to cushion your descent. Best advice is to simply dive to the lake far, far below. Once you manage it, simply find the rocky cave next to the lake and enter. Wander through the cave a bit to enter the next level!

1-6 Getting the Gold Dragon can be a little tricky. Climb down, then avoid the boulders by jumping sideways. Pick up your reward and get out.



## LEVEL 12

## Barkhang Monastery

Items: Main Hall Key, Thapdoor Key, Rooftops Key, 5 Prayer Wheels, 2 Gemstones



Plundering an ancient monastery was never so much fun.

Venturing around will grab you a glimpse of your goal. To the monastery!



Drop, grab and shimmy across the rocks to get to the balcony.



Our girl will have a number of new areas to explore.



Once you pick up the Main Hall Key, prepare for another grueling level.



This level will require a lot of backtracking and item collecting in order to pass it, so keep this in mind while playing through it. You'll also have to deal with a lot of high-powered, heat packing enemies, as well. From the start point, head down the hallway into the larger room, taking out all the enemies. Climb the long ladder on the side of the mid building up to a new platform. Kill the descending crowd, then locate the next platform near the gap that you climbed up. Jump across to it, then face outwards to jump and grab onto the next platform. You'll pull up into a high area filled with rocky bridges leading to the upper story of the monastery. Make your way over to the monastery balcony with two windows. Along the way, you'll have to slide and grab onto a small lengthwise crevice to shimmy over to solid ground. Once you reach the balcony, shoot out one of the windows and enter the bookroom. Make your way into the hallway, while taking out all the attacking enemies.

Once in the hallway, there are three places to go. Find the room to the left of the big locked double doors and you should discover a long ladder inside. Climb up to the inner balcony, take out the monk, then pick up the Main Hall Key sitting on a pedestal to the center of the balcony. Continue south to the far side of the room until you drop down into a small hallway. Sidejump the oncoming boulder, then

repeat the same maneuver when you come across the second boulder. Head up the upwards hallway until you reach a pool. Jump in and swim along the outer wall of the pool, avoiding the drain in the center (it'll suck you under, slowly drowning you!). Find the opening on the side of the pool and swim into it. Next, drop down the deep opening at the end of the short hallway and you'll land in a dark canal. Light up a flare and you'll find yourself in a long hallway filled with slamming doors. Time your moves to get past them and reach the end of the canal. Climb the long ladder and you'll emerge in an area where you can pick up your first Prayer Wheel! Kill off the enemies, then enter the darkened room. Light up a flare and make your way to the top of the low rows of defunct flameholders. You should find a Prayer Wheel (#1) in the top row. Once you pick it up, the flames will ignite. Jump, row by row, past them and head into the other room. Find the two moveable boxes on the side of the room and shift them enough to get into the hidden hallway behind them. Move down the hallway and climb the ladder. You'll find yourself in the hallway with the boulders again. Make your way back onto the balcony and then down onto the lower floor of the monastery.

Use the Main Hall Key in the lock for the big double doors and enter the huge hall beyond. This area is chock-full of enemies, so be prepared! Once the

## SO MANY AREAS, SO LITTLE TIME

From the Main Hall, you'll find a gaggle of new areas to explore. Each one will lead to either an important key, a Gemstone or an all-important Prayer Wheel. Learn each area well, because you may have to return later.



area is clear, there are a number of places to go. Start off by heading into the large hallway down near the foot of the large statue. Head all the way to the end of the hallway and take out all the thugs and monks. Inside a room at the very end of the hall is a set of flames and swinging spikes. You need to make it to the end of this hallway by stepping on the timed floor switch in front of the flame to turn it off, then

timing your jump to land inside the small pit beneath the swinging spikes. You'll need to do this twice to reach the end of the hall. There you'll find the **Trapdoor Key**.

If you want to pick up the Jade Dragon, simply return to the previous part of the hall with the rolling wheel (the one right before the Trapdoor Key) and dodge the wheel all the way down the sideways hall and past the slimming doors. There you'll find the Jade Dragon (Secret #1). Now return to the area where you found the Trapdoor Key and follow the side hall until you drop into an area filled with water. Search near the underwater ladder and you'll

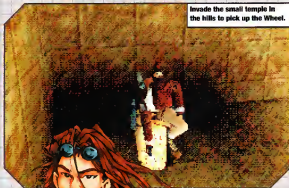
stumble on a small rectangular opening in the wall. Swim inside to pick up the **Stone Dragon** (Secret #2). Return to the main area and climb up onto dry land, kill the monk, then head through doorway and down the hall. You'll find yourself back in the large hallway branching off the Main Hall. Return to the Main Hall and use the Trapdoor Key

in the lock above the trapdoor there (duh!). Hop down and then climb up at the other end of the short tunnel. When you get out of the underground tunnel, head through the doorway leading into a rocky canyon. Kill all the attacking crows and bad guys as you make your

way over to the ladder on the side of the small center recess in the ground. Climb all the way up, then walk along the skinny path alongside the wall and follow it to a wooden bridge. Cross it to reach an area with a small temple. You need to get up on the roof. Find the ledges on the sides of the canyon wall to help you out. Once on the roof, drop through the hatch into the temple. Pick up the **Prayer Wheel** (#2) inside, pull the lever and exit the



Pull the crate out from behind the Gold Star to get this.



Invalidate the small temple in the hills to pick up the Wheel.



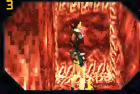
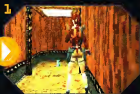
Brain the water and push the crate. Voila!

temple. From this point, you'll need to make your way back through the canyon and back into the Main Temple Hall.

Once there, head back into the hallway at the foot of the statue. This time around, enter the darkened passage branching off of the large hallway. Run all the way down, past the dropping trapdoor, until you locate a staircase leading up to a window. Run up the staircase, break through the window, and drop to the

## THE DRAGONS' HIDING PLACES

1-3 Getting the hang of collecting secrets will land you in many strange and sometimes dangerous places. The Jade Dragon is the most difficult to locate, hidden down the hallway taken up by a spiked rolling wheel. Outrace the wheel to pick it up.



ground far below. Kill off the attacking monks, then find the ladder towards the back of the small courtyard. Climb the series of ladders all the way up to retrieve the next **Prayer Wheel** (#3). Return to the small courtyard below and pull the lever next to the stone door. Kill the approaching henchmen and head back to the Main Temple Hall.

Once there, head into the room across the way from the trapdoor. You'll know the correct room if you approach a hall with retracting blades along the wall. Jump over the first blade and enter the room to the side. Pick up the **Strongroom Key** from the crate inside. Return to the Main Hall and exit through the huge double doors to reach the outer hallway. Enter the room where the

gunman broke through the window, earlier in the level. Use the Key in the lock next to the shoddy wooden door. Inside will be the **Rooftops Key**. Pick it up and head to the room down the hall where the two spiked wheels are spinning back and forth. Cross the room, avoid the wheels, and use the key in the lock on the wall next to the door. Now head up on the stairs beyond the newly opened door.

Once you're on the rooftop, head to the area behind the two gold camels. Find the timed lever and flip it. Now race back out and through the corridor where the flames used to be. Enter the area with the series of gold trapdoors littering the ground. Kill off the bad guys, then locate the switch on one of the pillars. Pull it to open two of the trapdoors. Drop down one of them and shoot out the windows inside the small room down below. Pick up the two **Gemstones** and then find the lever inside the room. Pull it, then climb up the ladder to get back to the rooftop area. Exit and head to the small courtyard with a big gold star and two more camels. Use a **Gemstone** in the wall fixture between the two camels. This will move the star behind you. Enter the star room and pull the moveable box out of the wall, allowing you access to the next **Prayer Wheel** (#4). Now return to the Main Temple Hall.

Enter the doorway with the ladder next to the large hall near the foot of the statue. Climb up and you'll be facing an opening looking out onto the large statue. Run, Jump and grab onto the hand of the statue to climb up on top of it. Next, make your way across the top of the statue so that you're facing the wall on the opposite side of where you first climbed onto the statue. You should see a small recess in the wall with a wall fixture inside of it. Jump across to it and place your last **Gemstone** inside it. Now make your way down the statue and head to the very foot of it. There is a low ceilinged room in the center of the statue's foundation. The trapdoor in the center of the room is open. Drop down inside of it and make your way down the hallway, then pull up into a new area.

Once there, locate the switch near the machinery facing the water. Pull it to open the door in the wall. Enter the new room and pull the moveable box in front of the waterfall to stop the flow. Now return to the previous room and then back up through the now-dry doorway (leading into the larger room where you picked up the stone Dragon before). Grab onto the ledge and drop down to avoid taking damage from the fall. Next, locate the moveable box on the opposite side of the room. Push it out of place,

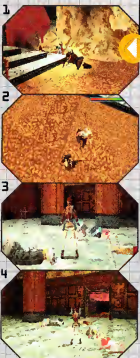
then pick up the last **Prayer Wheel** (#5) in the small recess behind the box. Climb up the ladder and return to the Main Temple Hall.

Search the area around the base of the statue to find a large room with set of huge double doors to the left of the statue. Before you enter, make sure to take a peek directly behind the statue. There's a small ramp that will allow you access to the **Gold Dragon** (Secret #3) hidden in a small opening directly inside the statue. Pick it up, then head back for the large room with the double doors. Now insert all the **Prayer Wheels** in the assorted empty slots along the walls. Once you place the fifth one in its slot, the double doors will open. Enter the new room, climb to the top of the low scaffolding and place the **Seraph** in the slot. Head down through the opening door to enter the next level!

1-4 The monastery is packed with psycho monks and inhuman bad guys. You'll need to hone your fighting skills in order to survive the onslaught. Pack a lot of med-packs and keep moving when you're faced with a room full of thugs.

## GEMSTONES ARE A GIRL'S BEST FRIEND

1-3 You'll be able to get the Gemstones from the Rooftops area. Drop through the trapdoors and pick them up. 4-5 Place the Gemstone in the wall and move the star! 6-7 The next Gemstone goes in a slot on the far upper side of the gooly looking statue in the main hall.





## LEVEL 13

## Catacombs of the Talion

Items: TIBETAN MASKS, TALION

You'll begin this level at the top of a flight of short stairs. Head into the room below, avoiding the icicles above you. Grab onto the lengthwise crevice along the short wall and pull up when you can. In the small area behind it, pick up some goodies and the **Stone Dragon** (Secret #1). Next, gently slide down into the darkness below, preparing to take out your first Yeti creature. Once he's toast, find and flip the switch near the gates. Afterwards, make your way back up to the previous area using the ladder on the wall. Now, slide, jump and grab onto the ledge on the opposite wall. Kill the snow leopard, avoid the icicles and make your way into the next area. Descend the steps and kill off the gunmen. Now locate the snowy ledge with boulders sitting at the top of it. Trigger the boulders and jump out of the way. With that taken care of, locate the lone doorway in the stone wall past the pool. Next to it are some climbable ledges. Make your way up them and across so that you are face to face with a ladder on the far wall with some unstable floor pieces between you. Run and latch onto the ladder, then climb up. You'll need to backflip off the ladder (fun stuff!) to land on a ledge behind you. Pull the lever at the top of the small ramp and then fetch the now uncaged **Tibetan Mask**.

The switch also empties the pool of water and opens the trapdoor beneath it. Carefully enter this new area. Follow the tunnel passage, jumping over the spike pit then use the Mask in the wall fixture next to the gate. Once the gate opens, don't run out until you're prepared to thwart a rash of rolling boulders! Once you're past the boulders, locate the large opening in the cave wall next to the flight of steps leading up to a temple. Use the steps to hop through the opening into the neighboring cavern. Make your way down to the ground and head through right of the frozen lake. Climb up the rocks facing the ice wall and you'll spot some water far below. Dive in and pick up the next

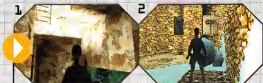
**Tibetan Mask**. Climb out of the water and into the frozen lake area. Make your way with the Mask back to the first cave with the temples. Locate the next slot for a mask in the wall of the

lower temple. Once inserted, enter the pitch black room. Using a flare and avoiding the steep drops, locate the lever on a wall near some defunct torches and pull it. This will light the torches and also open the Yeti cages. Kill them off, then locate the moveable box on the top floor. Move it underneath one of the gates along the top floor to block it from closing. Now enter the cage area behind the torches and pull the switch at the back of the cage. Head out of the room altogether and make your way back to the frozen lake area.

A door near the opening connecting the two caverns will now be open. Through the door, cross the first bridge, then before running across the next one - head along the ledge to the left to avoid the oncoming boulders. Once they pass, cross the bridge, then face the hanging ladder on the other side. Run, jump and grab onto the ladder then climb up. Dive through the big gap in the small cave floor to land in the water below. Swim through the skinny watery opening to the neighboring cave and make your way through until you locate the double doors. With your back against the double doors, run and jump onto the skinny platform directly in front of the doors. Then jump and climb up the ladder near the platform. You'll have to pull another backwards flip off of the ladder to reach a small ledge that harbors a lever to be flipped. Once that's done, head through the double doors and pull the switch inside. Now exit back through the watery caverns.

Head back to the skinny opening underwater and you'll notice a ladder hanging from the ceiling that you might have missed before. Climb it, then pull a backflip off the ladder to a ledge with the **Jade Dragon** (Secret #2) on it. Return to the double doored room and walk to the edge of the temple balcony. Shimmy to one of the sides and gently drop down to the sloped ground below with minimal damage. Now head back over to the big temple in the neighboring cavern.

When you reach the threshold of the double doors, run and jump across to reach the interior. Now you'll need to figure out a way to trigger both sets of boulders while avoiding their paths. Once this is done, the doorway on the



- 1 Always look for ladders and climbable surfaces.
- 2 Timed floor switches are a pain, and this one is just an example.

## THE FIRST HURDLE

While we're not sure if Lara ever took Track and Field in college, our heroine is certainly adept at leaping over stuff. You should be, too!



side wall will be open. (Tip: if you happen to fall down into the leopard pit, make sure to pick up the goodies while you're there. Pull the lever by the door to open up the side doors and return to the temple steps.) Once you get through the side door, you'll enter a room with two timed floor switches and three timed doors. First, step on the floor switch to open the left door. Jump up into the next room and before you WALK through the spikes, look for a ladderish looking wall to the immediate left. Climb to reach a ledge with the **Gold Dragon** (Secret #3) on it. Return to the spike

room, then head to the right door, it will open automatically and stay open for a short period of time. Once you're past the spikes, run towards the right door and jump out of the room and past the resting boulders, landing on the right hand floor switch. Immediately double back running, then jumping through the left hand door. Keep running to get through the back door and jump onto the ladder behind it. Climb down into the next level!



## LEVEL 14

## Ice Palace

ITEMS: **TIBETAN MASK,**  
**GONG HAMMER**

Start this level off by drawing your guns and taking a shot at the big gold bell near the door. Get it to ring and the door will open. Enter the next area and you'll notice a string of trampolines on the ground floor. Find the trampoline positioned in front of a large gold bell far above. Use the trampoline to launch forward and shoot the bell so that it rings. (Tip: Whenever you use one of the trampolines, make sure to jump up and forward, then try to land on a sloped ledge to break your fall. If you jump straight up and down, or miss a ledge, it's certain death.) Next, find the "two-squared" long trampoline in the middle of the floor. Use it to launch up and forward to a high ledge. Grab it and pull up and you'll find a switch in the room. Pull it and the cage containing the Yeti creatures will drop to the ground floor. Kill them off, then examine the lengthwise cage on the second floor of the room (the Yeti cage was attached to it before it dropped). Enter the lengthwise cage and follow it down to a set of steps. Kill the Yeti, then flip the switch inside the small room. This will raise a set of steel windows to grab onto from the trampoline below. Return to the lengthwise cage and examine the wall. A piece of the wall near the opening facing the room is actually a moveable block! Pull it and push it out of the way, then examine the next room. The **Gold Dragon** (Secret #1) is at the far end of the room. Simply drop from the center of the platform and you should be on an "invisible" walkway that will lead you to the dragon plat-

form. Pick it up, then head back to the ground floor and locate the trampoline near the set of black gates. Jump on it facing the sloped ledge and grab onto the set of steel windowguards above. Pull up and locate the gold bell across the gap. Shoot it so that it rings, then safely jump down to the ground floor again (use a sloped ledge!). Enter the newly opened area (previously blocked by black gates) and use the trampoline inside to launch up to the ledge far above.

Once on the ledge, notice that both sides of the area are made up of sloped ledges. There's a bell in a doorway on the far end of the room. Slide and grab onto the shorter ledge (the side with the bell) and shimmy all the way over so that you are directly beneath the doorway with the bell. Now pull up and jump backwards so that you land on the longer slope behind you. While you are sliding, shoot the bell so that it rings. You should land on the ledge just beneath you and the gate leading to a ladder will now be open. Simply return to the ground floor and trampoline back up to the high ledge. Once there, climb up the ladder into the new area.

Once you reach the new room, jump to the center platform and kill the attacking Yeti. Climb through the open-



1 Jump, launch, then shoot!

2 If you do it right, you'll ring the bell and land safely on the sloped ledge.



Ring the bells with pistols will get you far.

## LAAR TAKES A LEAP OF FAITH

1-3 Getting the **Gold Dragon** will require some investigation and some steady nerves.



ing in the wall and you'll emerge in a dark cave. Notice the alcoves on either side of the cave. In the right hand alcove, there's a closed door and another opening. Enter the opening and follow it to the barred window to pick up the **Stone Dragon** (Secret #2). Now exit the alcove and follow the corridor down to a room full of tigers. Shoot them and pick up the **Tibetan Mask** on the block at the far end of the room. Now return to the closed door in the left hand alcove and it'll now be open.

Through the door, walk down the short passage and drop down into the large plank room. Kill the Yeti and make your way to the far end of the room. Light a flare and drop it down the far opening in the ground. Notice that there's a break in the spikes below. Drop down into the open area, kill the Yeti, then carefully make your way over to the large sunlit opening in the wall. Insert the Mask into the slot on the wall. The door next to the opening will now give way to a long bridge across a cavern that you explored in the previous level. Cross the bridge and find the opening to pass through. Follow the ledges until you locate a lever to be flipped. Activating the lever will cause the large cauldron on the temple to tip over and melt the frozen lake. Find a safe way down to the lake, kill the tigers, the dive into the lake! Pick up the **Gong Hammer** on the pedestal in the lake, then swim through the underwater cavern to a new area. This new area is packed to the hilt with Yeti monsters, so make short work of them. From the shore, head over to the snow staircase leading up to another open blue door. Don't rush blindly into the big room or you'll be crushed by billions of rolling boulders. Instead, run in the opposite direction of the boulders down to the far end of the cave, jumping onto the small platform and through the opening.

You'll now be faced with a long ledge on either side of a cave. Drop off the ledge backwards, grab and shimmy all the way to the far end of the room, then pull up and jump backwards onto the opposite ledge. Now turn around and jump forward onto the climbable wall in the next room. Climb all the way up, then prepare for a big drop. To minimize the damage (you will have to take some, though) back up, grab the ledge and drop.

You'll now be in front of a humongous gong. Before hitting it with the

Gong Hammer, slide down off of the large gong platform and make your way over to the far end of the cave. Notice a ladder in the corner of the room on the wall. Jump and grab onto the ladder, climb down, then drop down to the left (facing the ladder). Drop down until you are on level ground and locate the switch on the step platform. Pull it and a door will open next to the gong platform. Make your way back to it and pass through the door to pick up the **Jade Dragon** (Secret #3). Now return to the top of the gong platform and use the Hammer on it. Next, locate the small room beneath the gong that contains the gold Talon. Pick it up and return to the side of the platform. Now quickly jump off the platform, then scramble back onto it. A boss creature (looks like a cross between an eagle and a gorilla... go figure!) will attack you! If you manage to make it back onto the platform, you can simply empty round after round into him until he's a goner. Once he's toast, the level is over and it's time to head back to the Great Wall.

**FRANK'S GONNA HOLD HIS  
BREATH UNTIL YOU CALL!**



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## ODIN'S THE TWIST

With a quick back-twist and grab, you'll be able to shimmy over to the Gold Dragon. It's tough, but possible.



## LEVEL 15

### Temple of Xian

ITEMS: *DRAGON SEAL, GOLD KEY, SILVER KEY*

Welcome to THE longest level in Tomb Raider 2. And it begins appropriately enough with a LOONNGGG drop, all the way down to the very bottom of the Xian Temple. The only real danger during the drop is a set of retracting blades on one of the downward slides. Anticipate them to avoid taking damage. If you want to pick up the **Gold Dragon** (Secret #1), make sure to pull a backswivel (so that you're facing the slope and not the opening) when you're sliding down the large watery tunnel. Make sure to grab onto the last ledge and shimmy all the way to the left. Pull up and grab the Dragon. Now drop into the lake far below and swim to the shore harboring a large temple. When you climb ashore, kill the tigers, then make your way to the left side of the temple. You'll find a red trampoline there. Use it to launch onto the roof of the temple and locate the lever. Pull it, then drop down and jump back into the water and make swim back out near the waterfall. Pull up onto the red platform and climb up the ladder into a new area filled with lava. This area is a piece of cake. All you need to do is drop, grab and shimmy around to the lowest level, avoid-

ing the spiders, and picking up the **Stone Dragon** (Secret #2). You'll eventually come to a long ladder leading up a high platform. Grab it and climb all the way up.

In the next room, you'll need to climb onto the laddered wall up until you reach the small lengthwise crevice, then shimmy all the way over to the far side of the room over the spikes. Jump backwards onto the sloped ledge, then forwards onto the spike-free platform above. From here, inch to the center edge of the platform and run along the falling floor pieces until you reach the last one, then let yourself drop onto the square platform below. Now run and make it through the doorway on the opposite side of the room. You'll slide into a room with a spiked floor. Make sure to slide and grab onto a ledge where you can pull up to a safe area. Climb to the small doorway above and pull the lever. Dive out into the water and return to the shore of the temple.

Enter the temple and make your way to the right hand back room. Climb up through onto the upwards ledges inside the doorway with the locked red door. When you reach the top, you'll enter a room filled with sloped platforms and an opening on the opposite wall. You'll need to use the slopes to hop forwards and backwards all the way up and down the room until you reach a stable ledge to boost

you into the opening. Sound difficult? It is. Just save whenever you can.

When you finally get to the opening, head into the small opening, aiming for the switch. Unfortunately, the floor will drop from beneath you and you'll land in a room with closing spiked walls. Run to the switch on the wall, flip it, then turn around and RUN through the doorway. Don't even bother with the

medpack if you're short on time. In the next area, make your way up the platforms, avoiding the boulders, until you reach a ladder. Climb it all the way up and you'll emerge in a pitch black room. Light a flare, locate the switch, flip it, kill the tiger, then pull yourself up into the newly opened doorway. Hop on the ladder and descend, avoiding the retracting blades. When you drop down into the next room, make your way to the door without getting plowed by the rolling wheels. You'll emerge along the ceiling beams of the Xian Temple. Locate and press the timed switch on the near wall in the new area, then immediately begin running and jumping across the wooden beams to reach the double doors at the opposite end. Once through the doors, examine the next area.

Swinging spiky balls... oh, goody. Time your moves to position yourself in between spiky balls and move through the whole line in this fashion. Once you reach the other end of the room, first flip the right switch, then the left, quickly. Next, run down the hallway along the long platform (a boulder will be after you!), then jump and grab the small far ledge below the dragon's head. Pull up and collect the **Dragon Seal** waiting there for you. Next, run and jump onto one of the platforms on the sides of the dragon statue. Run up into the small room behind the statue and flip the switch there. Now exit the room and you'll notice that the structure of the room has changed.

From the top step near the switch room, hop onto the dragon's neck and then jump onto its head. You'll slide down onto the platform below his mouth. From there, jump onto the high platform directly in front of the statue. Then using your run, jump and grab, make your way over along the high platforms on the side of the room to reach a red trampoline on the lava surface. Hop on the trampoline to launch onto a level surface on the large structure full of sloped ledges. Hop along the level platforms, avoiding the rolling

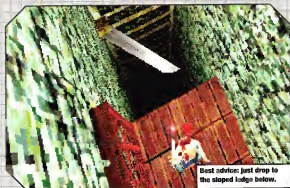


Another historical site to pillage and plunder!

The switch on the temple roof will open the door at the top of the ladder. Climb up and watch for spiders.



The toxic Kool-Aid lava will toast your buns fast. Be careful.



Best advice: just drop to the sloped ledge below.



There's room between each spike, so inch along, Lara.

## LAIR OF THE DRAGON SEAL

Hopping around the massive Dragon Statue chamber is tedious and dangerous, but you'll need to bring the Dragon Seal all the way back to a doorway along the sloped ledges near the entrance to the room.



boulders, until you reach the opposite side of the structure. If you want to pick up the Jade Dragon on the wooden platforms high above, locate the lone trampoline on the sloped structure. Use it to launch up onto the bare wooden platform above. From there you'll need to jump across to the ledge with the Jade Dragon (Secret #3). Pick it up, then return to the sloped structure. Hop your way up along the level ledges until you reach the doorway at the very top.

Inside the small room, push in the moveable box in the corner and enter the even smaller room beyond it. Find and pull the lever inside, then drop through the now open trap door on the ground in the room. Run down the hallway, racing a boulder on your tail, the jump to the left at the end of the hall into a small opening. You'll end up back on the ceiling beams of the Xian Temple. Drop down, kill the tigers, and insert the Dragon Seal into the mechanism near the gold door. Make your way inside and down the hallway, avoiding the rolling

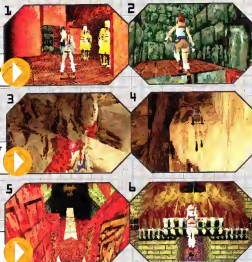
wheel. At the end of the hall, you'll slide down into a watery room with an assortment of switches. Pull all the green switches on the wall, then race out of the open door to avoid the lowering ceiling. In the next room, climb over the waterfall and drop into the small reservoir. Locate the switch next to the doors underwater. Pulling it will flood the entire room all the way up to the ceiling, so be prepared. Once you pull it, swim quickly down the small hallway lined with tiled fishes. There will be a switch at the very end of the hall that will lower the water, but don't push it yet. Look for the small opening in the opposite wall before the switch. Swim through it and flip the switch inside to open the small red gate. Swim into the newly opened passage and flip the switch within. Now get some air! After you've taken in some oxygen, head back down to the double doors next to the first switch (near the waterfall). They will now be open. Flip the switch at the end of the short passage, then exit and swim all the way up to the top of the big room until you reach air. Climb up into the new watery area and pick up all the goodies before heading into the next room.

Run into the next room, flip the switch on the wall, then drop through the hatch on the far end of the room. You'll fall into an underwater passage that will carry you all the way down a tunnel to pick up the Gold Key. Swim through the rest of the tunnel out into the lake in front of the Xian Temple. Swim back out to the large lake near the waterfall and climb up onto the red platform and use the Gold Key to unlock the big red gates. The gates to the small area will close, so you'll need to find the lever on one of the pillars to reopen them and to open another grate far, far above in the following area. Once you've pulled the lever, get some air, then locate the newly opened grate in the next area past the small underwater room with pillars.

1-2 Once you get inside the temple, climb up the ledges in the open doorway to proceed.

3-4 Play this area like Bomberman and slide around until you can grab onto something.

5-6 Resist the Indiana Jones deja vu and just run, jump and GRAB!





Reach the surface and pull up into what looks like an abandoned mine shaft. Search through the cave with a flare, while remaining prepared to take down all the small tarantulas and humongous arachnoids that will cross your path. Find the main room with the large spider cocoon near the ceiling. Kill all the spiders and work your way up along the ledges on the walls until you can jump to the platform in the middle of the room. From there, jump to the opening high in the wall and make your way to the other side of the short tunnel. From the short tunnel, jump onto the high rocks in the center of the lake below. Pull up to grab the Silver Key. Now dive into the water and swim back to the shore by the Xian Temple.

Use the Silver Key in the lock by the tall red doors on the side of the shore, then climb up to the top floor along the level ledges. Avoid the boulders nearing the top, then continue into the next room. Continue to make your way up to the doorway above and cross the bridge into the next area. Shoot the tigers, then climb up on the platforms to reach the openings in the wall above. When you reach the higher platforms, you'll notice two doorways. Take the one leading to a room with a rolling wheel. Using timing, climb to the upper ledge past the wheel, then enter the next room. Run across the bridge, out-raising the wheel behind you and flip the switch on the opposite side. Now return to the temple across the bridge. Enter the doorway. Head back to the platform facing two openings. It's time to take on the trampolines!

Jump from trampoline to trampoline until you reach the last one and then press your action button to launch up and latch onto the ledge above. Kill the hawk, then jump onto the ledge opposite the one you're standing on. Pull up and enter a large chamber with two dragon statues situated inside it. Your first move is to get to the ladder across the lava. Jump from brick platform to platform, avoiding the moving spiked wall, then scrambling onto the ladder platform. Get used to this, because there'll be a lot of them coming up. Climb the ladder and drop onto the high ledge, then head into the next room. There's another ladder to the right of the entrance, so make for it before you're skewered by the closing spikes. Run towards the ladder and jump onto it, then climb up into a new area.



**1-2 The Gold Key will open up a new, scarier area full of dark spooky corridors and monsters. I'm not kidding.**

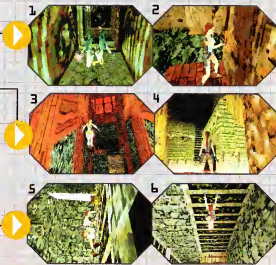
**3-4 The trampolines will guide you up to the last part of the level. Whew!**

**5-6 The final area will have you back-twisting off ladders and grabbing onto the ones behind you. IT'S HARD!**

Locate the switch at the end of the curvy corridor and flip it. One of the side red gates will be open. Step out onto the platform beyond the newly opened gate. Jump across the platforms until you can reach the dragon statue pedestal to pick up the Main Chamber Key. Once you've grabbed it, hop down onto the dragon's back and slide the rest of the way down and return to the double door entrance. From here, hop across to the square brick platform with the lock on the wall.

Use the Main Chamber Key in the lock, then face outwards and you'll see that a ledge has now dropped across the lava. Run, jump, and grab onto it. Pull up and head for the ladder on the wall. Climb it to reach the right ledge. Jump and grab onto the ladder above the spikes and climb up. You'll find yourself back in the small curvy corridor room that leads out to both dragon statues. A new red gate will be open leading to the second dragon. Walk out onto the small platform and jump across the next two until you reach a sloped ledge. Jump across to it, then jump backwards to land on the flat area of the dragon's neck. There'll be a ladder leading up to the statue. Climb it until you reach a retracting blade. You'll need to backflip off of the ladder, slide down the ledge behind you, then grab onto the ladder across from the sloped ledge. Climb the new

ladder up until you reach the next retracting blade. Now you'll need to perform a backtwist off of the ladder and grab onto the ladder directly behind you. Climb it all the way up until you reach a stable carpeted ledge. Head out of the opening and you'll enter the next level. Yahoo!



You almost wish that was a giant brain instead of a cocoon.

## LEVEL 16

### Floating Islands

Items: 2 MYSTIC PLAQUES

The start point for this level will probably intimidate even the most hardened Tomb Raiders, but simply use your save option often and it'll be a piece o' cake. First off, simply stay where you're at and kill the flying statue that eventually comes towards you. Next, walk to the edge of the green part of the start platform and prepare to jump off. You'll want to use the two sided sloped platform in the center of the area to slide to the right onto the small green platform far below. You'll take some damage, if you land on it, but just heal yourself. Jump onto the stone island with the

three jade statues. Kill the one living statue and find a way to climb onto the roof to pick up the Jade Dragon (Secret #1). Now return to the ground and walk over to the edge facing the start point. You'll notice another ledge far below towards the bottom of the platform. Drop and grab, then drop and grab again to pull up into an area beneath the stone island with a green checkered floor. Locate the lever near the steps and pull it to open the gate on the far side of the platform. Run and jump into the doorway and then run and jump onto the facing green island. Once you make it to the next green island, your objective is to reach the long set of green steps in the distance. Run, jump and grab your way over to them and climb the steps to the top platform. Now jump across to the uneven set of steps



and run all the way up them until you reach the roof of the gold barred structure. Kill the two flying statues when they get close.

Walk over to the edge of the gold structure opposite of the uneven steps. You should see a skinny stone walkway connected to the structure. Drop down onto it and head all the way to the far edge of the walkway. Look down and you'll spot a Mystic Plaque sitting on a tiny green island below. Inch all the way over to the left of the stone walkway's edge and run off the edge to land on the island. Pick up the Plaque, then run and jump your way back over to the stone island with the two statues on it. From here, make your way all the way back up to the gold structure.

Once you reach it again, walk over the far edge directly above the entrance to the structure. You'll need to backflip to the green island near the entrance, slide forward and jump then grab onto the ledge leading up into the entrance. Fun stuff. Save your game. Once you manage to get inside, flip the switch, then head down the skinny path within the structure and you'll be facing the stone island, again. Slide out of the doorway and jump onto the island's surface. Kill the living statue and then make your way into the small temple above the island through the open hatch. Pick up the second Mystic Plaque inside, then exit the hut and kill the next statue.

Now head back up over to the huge stone structure with the large intricate door across from the green floating staircases that you've been using. Once you've reached the platform, insert the Plaques inside the wall fixtures on either side of the door. Enter the small garden within, take out the attacking statue, then head to the area behind the tree to the right of the entrance. You'll find a small entrance there. Climb in and follow the corridor down to discover the Stone Dragon (Secret #2). Now return to the garden and locate the small green boulder on a slight incline to the left of the entrance. Run and jump over the boulder, then race it to the next ledge where there'll be another boulder waiting for you. Avoid them both, then position yourself for a jump to the floating green island in the center of the area (it's attached to the wire and pulley). Ride the wire to the lower section of the garden and drop onto the bridge in the center. Enter the room off of the bridge, kill the statues, pull the switch behind them, then kill some more of them.

Next, use the pulley in the small room to ride across and grab onto the lattice on the opposite wall. Climb all the way up and you'll emerge in a green room. Drop out of the opening and grab the ledge to shimmy over to stable land below. Drop, then find the



green platform to climb up onto the roof of the garden temple. Jump over the roof onto those boulder ledges from earlier. Make your way back over to the center pulley and ride it all the way into the new area.

Notice the water area next to where you land with the pulley. Ignore it for now and jump back out into the big room. Locate the moveable box on outer platform. Push and pull it so that you can access the level above to pull the switch on the pillar. Now return to the ground floor and make your way over to the dividing gap in the floor. Safely make your way to the center block all the way at the bottom of the gap. Inside the wall will be a switch. Pull it, then climb out of the gap onto stable ground. Now climb back onto the block and get onto the higher platform. Climb onto the ledge facing the big sea of lava. Now run, jump and dive into the gap in the lava. You'll land in knee deep water below. Pull the switch on the wall, then swim to the deeper section of the room and locate the small opening near the bottom of one of the walls. Swim through and you'll emerge on the opposite side of the retracting blade corridor. Pull up onto the small ledge above the underwater opening and pull the switch to stop the blades. Hurry through to the hallway above. Now jump back out to

throwing thugs like nothing else. Collect all the goodies off their corpses, then prepare to take on all the statues around the room. You'll need to flip all the switches in the room in order to get out. (Tip: To evade the statues, simply wait until they come to life, then run and climb back up onto the high ledge to shoot them all safely.) Once all the statues are dead and the switches are flipped, head through the open gate and up the stairs. At the top, flip the switch to open the big gate, kill the two statues and head through into the next room. Climb the gold lattice all the way over the lava and to the top, then backflip twist and grab onto the lattice behind you. Climb the new lattice up, then repeat the backflip twist to grab onto the next lattice. On the last lattice, pull up onto the sloped surface and backflip to the slope opposite, then jump onto the stable flat platform between them. Avoiding the shooting discs, kill the knife-thrower, then pull the box so that it blocks the discs and allows you access to the pulley above. But before you hop on the pulley, run and jump to the left side of the stone walls. Make your way over towards the far end of the 'valley' to a rock 'diving board'. Jump across to the opposite side and you should land in a small 'grove' on the hillside. Now face the opposite wall,

1-2 The switch below will allow you to take the plunge! 3-4 Casually run off the ledge to grab the Plaque.

the main room and then jump up to the newly opened room above where the pulley dropped you off earlier.

In the new area, face the darkened doorway. Jump across the room and grab onto the lengthwise crevice. Shimmy over to the darkened doorway and pull up. Flip the switch inside, then jump back to safety and enter the newly opened room. Slide down through the large gap in the middle of the room, flip the lever and begin shooting the knife-

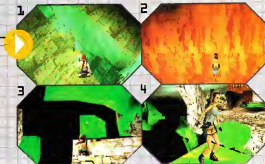
## ISLAND HOPPING

1-2 Drop off the stone island and grab to pull into a new area.

3 Pull the switch in here to pick up the last Plaque.



again. You'll notice a doorway in the side of the rock. Jump through it and follow the cave until you emerge on a long strip of well-lit dirt leading to the Gold Dragon (Secret #3). Fetch and head back up to the zipline opening to exit the level!



## LEVEL 17

# Lair of the Dragon

## Item: MYSTIC PLAQUE

Aha! At last you'll come face to face with the boss, Bartoli himself! But first, you'll have to use some ammo getting there. First off, attempt to enter the room past the jade statue. One of the statues inside will come to life and attack you before you can enter. Kill him, then enter the room. Inside, find the switch located on the wall opposite the entrance. Pull it and another statue will attack you. Kill him, then locate the next switch on the side of the entrance door. Pull it to make the next couple of statues come to life. Kill them and enter the next room.

It's darker in the next area, and on top of that, you'll be attacked by several knife-throwing henchmen throughout the large room. Take them all out and collect their goodies. One of them will drop a Mystic Plaque. Pick it

up and use it on the big ornate door to enter the final area.

Once past the door, slide down into the large chamber below. Bartoli is lying down on a pedestal in the center of the room. Once you get closer to him, he'll begin powering up to transform into a humongous dragon (look familiar? Like the one from the opening cinema?). His attacks consist of a powerful flameshot and some rather pathetic short jabs at you with his claws. You'll also notice several water-filled holes in the ground surrounding the center pedestal. Use these if you happen to catch on fire from the dragon's lethal breath. There are also plenty of large medi-packs and a healthy helping of Uzi rounds in the pool below for you to use.

The cheapest and easiest way to

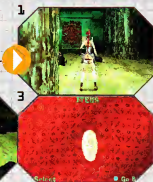
toast Bartoli's dragon form is to position Lara directly beneath the dragon's long neck. If you avoid his claws (heal yourself whenever you get close to death) and inch around in accord with the dragon's movements, you should have a clear shot at him while staying out of his firing range. Find the safe spot beneath him and empty several Uzi rounds into him. He'll keel over after awhile, then immediately run around to his belly and walk straight into the small red spot on it. If you miss, he'll

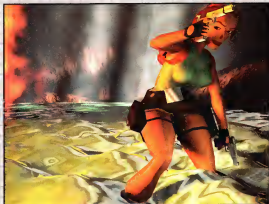
come back to life and be back to his old tricks in no time. You can repeat this as many times as it takes until you manage to make it around to his belly.

Once you do, Lara will pull out the Xian Dagger and the dragon will finally die once and for all. In classic Indiana Jones style, the temple will now begin to crumble! Find the door at the far end of the room (nearest the center pedestal) and start running! Hotfoot it out of the temple to reach the next and last level!



1-3 After you've completely massacred all of Bartoli's henchmen in the dark room, make sure to further violate the bodies and pick up the Mystic Plaque to open the ornate door.





## LEVEL 18

### Home Sweet Home

Items: **GUN CABINET KEY, HORN DAGGER**

(NOTE: If you've read this far, then obviously you're prepared to completely spoil the ending level and cinemas within the game. But then again, the

game has probably taken its toll on you and your loved ones at this point, so read on only if you simply want to complete the game for fear of losing your sanity.)

Bartoli's henchmen are back for a little payback after the last level. This time, you're caught unware in the luxury of your own home. Immediately after the level begins, open the door next to the bed with the **Gun Cabinet Key** in your inventory (you'll begin the level with it). Collect all the goodies inside, then exit the rooms. Shoot and kill all the mutts and bad guys that make it into your home, then exit through the front door. You can continue to explore throughout your homestead, taking out bad guys. But if you simply want to take the quickest route, head for the front yard. All that is required to finish the game at this point is to shoot all the enemies in the front yard until the big bad guy with the two double barrel shotguns emerges. Kill him off, taking care to use med-packs whenever your health is low, and the game is over!

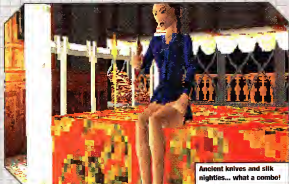
Now once the cinemas and credits are over, you can now save your game. If you choose to play through the *Tomb Raider 2* again, you'll be able to do it with unlimited ammo! Congratulations on finishing the game and enjoy the cinemas!



Uh-huh... you didn't have this earlier, but no one's complaining.



Make sure to pick EVERYTHING up from the cabinet.



Ancient knives and silk nighties... what a combo!



Ooo.. spoiler! We won't even mention what happens after this!



One of the best cinemas in the game, you'll have to beat Bartoli to view it yourself!

# Network

## CONNECTION

### LETTERS FROM OUR READERS...

#### COME BACK!

Hey Frank! Where the hell are you?  
**ULTRA Game Players**  
 Brisbane, CA

**FRANK>>>** I'm still in Scotland at the Penny Pinching Festival. I'll be back after I squeeze another pint of blood out of this cent.

#### WRONG MOVE

**W**ell, the holidays are just about over and things are just starting to return to normal, or as normal as anything ever is here in the Network Connection.

Once again, we've got the best of all the letters we've received in the last four or five weeks. We've got them, but we didn't print them. Instead, we've printed all the really weird, horrible and demented letters we could find, because we know that's what you, the loyal UGP reader, wants.

Here you'll find letters that the Postal Service wouldn't deliver until we threatened to cut off their supply of Mace and Dr. Scholl's foot powder. Yes, we are that cruel...

What are you waiting for? Drop us a line. After all, you've been normal for way too long...

**Network Connections**  
**ULTRA GAME PLAYERS**  
 850 North Hill Drive  
 Brisbane, Ca 94005

I was looking at some classic copies of your rad mag, when I noticed something disturbing (at least something different than usual). There used to be two more dudes on your team, Jeff and Patrick by name, who mysteriously 'disappeared' right after you switched to **ULTRA Game Players**. What happened to them? Government conspiracy? Alien abduction? The Box? Is this another plan by that sicko Bill? If I were the new team members, I'd watch out for that dude. Brooke 'Paranoid' Botander Marshall, TX

**GILL>>>** Well, Brooke, old buddy, old pal, I think if you pick up a copy of Next Gen, you'll see that Jeff and Patrick are alive and well. Sure, I know a lot of you readers think I'm aligned with the Evil Alien Army that is hovering beyond Uranus, but I'm not. No, I'm merely dangerously psychotic, so I've just dug up the old Alias and found out where Marshall, Texas is and you're right! If I were you, I'd start watching out for me, too. Heh, heh, heh...

#### FRESH FLESH

I recently stuck my copy of *Daytona USA* into the old Saturn. I was playing with the 'inside-the-car' view, and I noticed something that really got me mad. Not one to jump to conclusions, I whipped out a few other games and noticed the same flaw! Even when you're flying along at 200 mph, you never see a bug splat on your window! In real life, even just going 50 mph, those #@%\* lovebugs get all over your car. Join me in my cause to get bug splats in videogames! Here I come, Sega! Bradley 'Flying Pig Land' Chacos Temple Terrace, FL

**ROGER>>>** Well Bradley, I used to have the same bug splat fixation that you did. But then, I discovered games like Die Hard Trilogy, Carmageddon and Auto Destruct. Take it from me, after you've splattered human beings all over your windshield, there's no going back.

#### BUT SERIOUSLY

I have a couple of seriously serious questions for you. Here they are:  
 1. What ever happened to *Ultra Descend* for N64?  
 2. How's *Tomb Raider 64* coming?  
 3. Has Square decided to do anything for the N64 yet?  
 Thanks big guys (and Francesca)!  
 Justin Norrgann  
 Lyndonville, VT

**FRANCESCA>>>** Here's your seriously serious answers, Justin:  
 1. Interplay is waiting to assess the profitability of developing cartridge format games with the release of Clayfighter. If all goes well, you'll be seeing *Ultra Descend*. Expect it to run on the same type of engine as Descend 3.  
 2. Sony and Eidos have clearly stated that you will never see any game with the words 'Tomb Raider' on the

### MEET THE TEAM

Why is Frank in Scotland?



**FRANK**

It's my turn to clone the sheep!



**BILL**

Uh... to get to the other side?



**ROGER**

You mean, he's not here?



**MIKE**

Frank who?



**FARN**

He's at lunch. Call back later.

N64. But this doesn't mean that Eidos can't develop a game for the system using the same mechanics, gameplay, and a suspiciously similar Lara-clone as the main heroine. 3. As far as we here in the office know, Square is still contracted by Sony to make four or so more games for the PlayStation, exclusively. And I somehow doubt that Square would be interested in making cartridge format games, now that they've mastered the art of CG cinematics on CD. But this could change with the future of the 64DD. We may have to just wait and see.



## THE IDEAL...

Wuz up Guys? Don't make fun of me, please. Mike, you are SO fine. On issue #102, a girl said Bill was cute — yeah, whatever. I'm totally a kickball fan and was wondering if there ever will be a game about it! I wouldn't count on it though. Sara B. Helsel  
Fortstell, MO

**MIKE>>>** This may cost me somewhere else in the issue, but I can't hold back the truth any longer. Bill writes those letters to himself every issue, just hoping and praying that it'll start a trend and he can finally find that perfect young lady. Unfortunately, the only result Bill has gotten is that pack of winos who are currently stalking him.

## ...AND THE REAL!

School sucks. It rained on the first day. Lightning hit the ground... lightning! And they still think it's safe for the students to go out to their busses. Well then, maybe we should just jump out into the middle of the road and wait for the next big wheel while we're at it! My life is hell and nobody really cares. I mean, why can't they love me for who I am (sob). Oh well... Audra B., The Gamer  
Leesburg, VA

**BILL>>>** That's just not true, Audra! If you're a game player, we care about you! Besides, you don't know what real hell is! Real hell is when Mike writes his 'girl crush' letters for Network. He sits at his

desk, holding a Barbie doll and saying stuff like 'Mike, you are SO fine!' in a high, squeaky voice. The worst part is when he starts kissing Barbie and then he takes the doll out for lunch at McDonalds. Believe me, that's pure hell!

## STAY HUNGRY!

Hey, I just want to say that I love reading your magazine. Thanks for doing a great job. I have three questions for you:

1. Are they going to make Nuclear Strike for the Sega Saturn?
  2. Do you know when the new Sega system is coming out and how much will it cost?
  3. When is Mass Destruction coming out for the Saturn?
- Keep up the good work.  
Dave Moore  
Carrollton, OH

**ROGER>>>** Ah! One of the few, the proud, and the rapidly dying off — a Saturn fan. But to answer your questions, Dave, EA

currently has no plans to bring Nuclear Strike to the Saturn. Chaik it up to the Third Party Plague that's afflicting the Saturn at the moment. The good news is that Mass Destruction for Saturn should be in stores by the time you read this. As for Sega's new Dual System, early speculation had the system coming out by Christmas '98, but lately we've been hearing that the system may not be out until Christmas '99! So tighten your belts, Sega fans, looks like there's going to be a long famine before the feast.

**Top Left:** Here's Mike and his, uh... special friend, writing his Network letters.

**Top Right:** All kinds of things go 'Spit!' in Carnagevorden, but what leaves a yellow stain?

**Center:** Here's Frank, up in the high leather with his horrm... wait, we meant flock... really!

**Bottom Left:** No, this isn't the car Tim Allen uses in Home Improvement, but check out that drill!

**Bottom Right:** Lara's in great shape for her upcoming adventures. Hell, she's in great shape, period!



## READER ART OF THE MONTH!

We usually have a way cool picture drawn by one of our readers in here, but we didn't get one this month. What's the deal? Doesn't anyone want 15 minutes of fame anymore? Has everyone forgotten that crayons aren't just to eat anymore? Send us your art! We'll print it and then you can say, with the usual mixture of shame and regret — 'Hey, my picture was in ULTRA Game Players! Why are you all laughing at me? Stop it! Stop it, damn you!!!' Cool, huh? Send in your artwork today, care of Readers Network/Reader Art, 150 North Hill Drive, Brisbane, Ca. 94005



## ASK THE INDUSTRY

This month, we received more straight-out complaints and comments on companies/systems, rather than questions for the Ask the Industry section. In an effort to let our readers voice their personal opinions to companies, we'll continue to print such letters. Terrence Young's letter in no way reflects UGP's opinions, but once again, we know that there are others out there who may share his viewpoint. Send any comments or questions to us, c/o Ask the Industry.

Dear Sega,

You make legendary games, but when you bring them home, they become time-wasters. There's no depth. *Manx TT* is one of the hottest arcade games out there, but when you brought it home, it only had two tracks. That's not enough for \$50. *Die Hard Arcade* was another arcade hit. When it came home, experienced gamers like myself could beat it in less than 20 minutes. People want games that last a long time and have replay value. *Nights* and *Virtua Cop 2* were games that I bought and two hours later, they were over. You need to talk to your developers and tell them to add depth and replay value to the games.

Please stop spending so much time on [your upcoming system]. You may think it's good now, but that's the main reason why it may backfire! Saturn owners and Sega arcade players don't want to spend \$200+ on a new system. Stick with the RAM cartridge! Make the RAM cartridge developer-friendly so that companies will want to make games [utilizing] it. I've heard of companies, like Enix and Capcom, interested in making games using the RAM cartridges. Maybe that would save the Saturn.

Terrence Young,  
Euclid, OH



Terrence Young feels that Sega is about to abandon the Saturn. Chill out, Terry! No one's that harsh!

## BUTT PLUMBER

Francesca, do you know when *Street Fighter 3* is coming out? And do you know what system it will be for? Can you also tell me if you can be Princess, Luigi, and naked Mario? If you do, can you please tell me the codes!

MASE  
Pottstown, PA

**FRANCESCA>>>** There hasn't been any word from Capcom regarding a release date for SF3, yet. But they have confirmed that they will be developing games for the N64, so if and when the game does come out, expect to see it emerge on all systems. As for Super Mario 64 and its 'revealing' features... well, I'm not sure why anyone would want to get Mario out of his overalls, since that's the kind of

stuff that causes permanent blindness. But as far as I know, there are no codes in existence for a birthday-suited Mario, or to play as the Princess or Luigi. At least, let's hope that there's none for the former.

## TOO YOUNG?

I was wondering if there was any kind of school or book(s) that can teach people how to begin creating games? I figure once I learn I can make demos or shareware of any games I make put them on the web to see how people like them. Finally, I'd like to know if I'm good enough to start my own company. First, I have to learn. Where can I learn at twelve years old?

Richard Stickney  
Saco, ME

**MIKE>>>** I admire your ambition, but making videogames isn't all that easy. First, you have to learn complex programming, which will take at least four years of schooling. Next, you have to be an accomplished artist, able to utilize intense computer programs for 3D modeling and animation. Lastly, you'll need have a grasp of game design and a feeling for what makes a game good. My advice is to start reading up on all these at the library and be patient. Eventually you'll be able to put your knowledge to work, but it's going to take some time.

## SWEET MAMA!

I have a question. When you walk outside (which is probably rare), do a bunch of Moms swarm and call you a lazy, beer drinking bum? Patrick 'Anonymous' Yogurt Boy' Potts  
Water Valley, KY

**BILL>>>** Hey, Yogurt Boy, you almost got it right. Actually, I do go outside quite often, since that's the only way I know to get to the truck and go home, let alone get to the beer store. And there really isn't a whole 'swarm' of Moms there, just one. Yours. Uh... I think she's got a crush on me...

## WORKIN' MAN!

Roger! The Grand Master is disgraced. He requests that you return to Hemolophyae. Don't be afraid to admit it. We will erase the



## THE JADED GAMER

wear one of these old leather WIN flying helmets) and Little Jeff and Big Jeff. We all lived on Crescent Street, which was a fairly steep hill that emptied into a busy street. I almost forgot to mention that Crescent Street wasn't paved, it was cobbled. In other words, the street was made of red bricks. Keep this in mind, OK?

Anyway, one evening Big Jeff showed up at my house with a brand new bike. Since I was pretty much the Test Pilot in Charge of New Bikes, I conned Jeff into letting me ride this brand new, never been crashed before, shiny bike on a dredded Speed Run down the Crescent Street hill.

'No problem, Jeff', I assured him. 'This run will be a piece of cake. Give me the starting signal!' Big Jeff yelled 'Go!' and I started ped-

daling like a mad fiend down the street. In seconds I had exceeded the gear ratio, so I was actually coasting, but still accelerating. Tears slid back along my cheeks as the bike approached the small kid version of light speed.

About halfway down the hill, I realized it was time for one of my trademark 'Longest Slidewerk In The History Of Rubber' stops, so with a big grin on my face, I slammed my foot backward on the pedal. And absolutely nothing happened...

Evidently, the brand new brakes on the brand new bike had never been connected, so I was now riding a still-accelerating death ship.

With my usual, cool, 'Test Pilot demeanor, I thought 'Hey, what the... I'M GONNA DIE!' And then my keen, analytical brain took over. I noticed that the last tele-

phone pole before the intersection was rapidly approaching. 'It I can just hit that pole', I reasoned, 'I will stop.' So I gripped my teeth, aimed straight for the pole and missed it by about six inches. I shot off the curb and onto the cobbled nightmare that was Crescent Street.

Things had now gone from bad to worse. Not only was I still speeding up, but the cobbled surface was rattling my brain inside my skull like the ball in a whistle.

The last thing I remember seeing before being thrown from the bike was this family who used to sit on their porch every evening. All of their mouths were wide open, as I recall.

Later, covered in Mercurochrome, I vowed to never miss another telephone pole again. I hope Extreme # has a few in there...

memories of all who know.

**P.S.** Have you enslaved the four magazine writers? Make sure you disembowel the 'Evil Antler God' and the fish.

**Gozlac**  
Toms River, NJ

**ROGER>>>** Man! Demands, demands, demands! 'Clean the house! Take out the garbage! Massage my feet! Yadda yadda yadda...' As if I don't have enough demands on me, I now have to enslave and disembowel? With all my chores and these evil deeds to perform, just exactly when am I supposed to play games?

## NOT SO SWEET

Francesca, how are you? Well, let's get to the point. My friends and I have gotten together to think of a question to ask you. We can't tell you how many years that took, but we wanted to know how it is working in an office with sweaty men. Someone told me that Mike smells like a sweaty old fart. Is that true?

The Five Dollar Kid  
St. Martinville, LA

**FRANCESCA>>>** I'm going to have to claim the Fifth Amendment with this question, 'Kid.' Since I'm still the newest member of the team and I rely on this gig to pay my bills, I'd rather not point any fingers, lest I end up as the towel girl out on the UGP basketball courts during lunchtime, begging for codes. If you want to find the 'real' answer, check the Ask the Industry section of issue #102. Mike was never able to live those down, if you ask me.

## ASK THE BIG BOYS!

**Do you have something to say about a particular game company? Say it to their face! Write up your question and send it to the usual address, c/o Ask The Industry.**

**JADEO GAMER...**

**The Jaded Gomer would like to take a moment to thank Matt Lutynski, of the U.S Air Force, for sending him the ten liters of German, uh... 'jet fuel'. It went down great, Matt! Don't forget to send me an F-15 next. OK?**

## R-E-S-P-E-C-T

I have got a lot of respect for you guys, but something is seriously bothering me. Why is it that every time a decent game for the Saturn or the PC comes out, you always give it a ridiculously high rating? Examples for the PC are *X-Wing vs. Tie Fighter* (9.1) and *MDK* (9.2). For the Saturn, *Princess Maker 2* (9.0). This is especially odd to me, because the PC and Saturn are the two most struggling gaming systems of the new generation era. It seems as if you guys were trying to help the struggling consoles.

R.J. Gibson  
Cleveland, OH

**MIKE>>>** We rate games according to how they play, not what system they're on. All of the games mentioned are great games, no matter which system plays host. And don't feel too sorry for the 'struggling' PC, which actually has more gamers than all of the other systems combined.

## THE DON

When I'm not building statues of Bill out of cheese or sending jury duty stuff to him in the mail, I'm taking unauthorized photos of him! When I compared Bill's photos to my unauthorized Jimmy Johnson photos, they're exactly the same! That's right, Bill and Jimmy Johnson are the same person!

**'That Guy Who Lives Next Door'**  
Ithaca, NY

**GILL>>>** Guy, I live in Richmond, Ca, while old JJ lives somewhere near Miami, Fl, I think. Since you live in Ithica, that guy you've been taking all the pictures of is probably Tony 'Paparazzi Basher' Galzone. You don't own a horse, do you? Just wondering...

**Top Left:** Here's UGP's newest *Princess Maker* action figures! Check out 'Mother Teresa Fran' and 'Maxill Gras Binge Drinker Fran'.

**Top Right:** Wow, look, it's another *Star Wars* game. Don't they know these damn things are cursed?

**Center:** Hey, wait a minute. There's no telephone poles in *Extreme G!* How the hell is Bill supposed to stop, anyway?

**Bottom Left:** Hey, R.J., MDK is worth its 9.2 rating, so shut up!

**Bottom Right:** The Evil Antler God shows his amazing powers of levitation. Pretty scary, huh, gang?



## GAME IDEAS!

Send in your Ideas to Game Ideas, c/o ULTRA gameplayers, 150 North Hill Drive, Brisbane, CA, 94005.

### HE'S ALL WET

My game idea is called *Dunk*. You sit in bed, dodging scary monsters while trying to get to the bathroom. If you don't make it, well, let's just say the mice have a new swimming pool. David Barber  
Fenton, MI

BILL: Gee, David, it's no wonder no one ever invites you to stay overnight... Uh... the mice?

### DESSERT!

My game is called *Jimmy and the Jell-O Factory*. You play a lonesome Jell-O factory worker whose job is to put the Jell-O into the box. You must steal your evil twin's (Timmy) job, placing the Jiggly into the Jell-O. He does this by recruiting girls over the age of 18 and doing "stuff" with them in giant vats of molten Jell-O. You win by stealing your twin's job and living in the bliss that is young females and Gelatin. James 'Jimmy' Creighton  
Aquebogue, NY

BILL: Ah! Young women and gelatin. It's all coming back to me now! Jimmy, you da Man!

### STINKY IDEA

My game idea is called *Fried Green Toy Cheese*. We're all had the occasional fling between the toes, but your character's feet aren't being invaded by the normal, angry germs of athletes foot. The hero becomes the battle field for a war of metric proportions. The germs of the left foot decide that the germs on the right foot have disrespected them, and thus, must go to war with each other and cause major pain and irritation for our champion. The catch is that our fungal infested friend lives next door to a TINACTIN retail outlet, but has always thought it was an actors guild for people who always wanted to play the Tin Man in *The Wizard of Oz*. SUPER-ROB  
via E-mail

BILL: Hey, folks, let's hear it for Super Rob! Not only can he think so really disgusting game ideas, but he's also one of the few people I know whose feet give off enough light to read by. I feel real sorry for anyone who has to use the same shower he does, though...

## SO GREEDY!

I have a few questions for you. What are you expecting from the PSX2 in terms of hardware and its future? How much do you expect it to cost when it is first released? I have read that there has been no sign of Tekken 3 for the PSX at any of the recent game shows. Does this mean that Namco is not bringing it out, or does it merely mean that they are having trouble converting it? Thanks a lot.  
Ryan Salles  
(Via E-Mail)

ROGER>>> What's a matter with all of you PlayStation fans? I can understand all the Sega fans being antsy for a new system because of the rapidly depleting supply of games for the Saturn, but the PlayStation is in its prime, for pete's sake! Still, when PSX2 makes its debut, I expect it to leap ahead of whatever is the standard of the

time for about \$200 to \$300 to start. You can talk 128-bit and DVD all you want, but it's all speculation. Sony is going to milk the current PlayStation for all it's worth, so don't be surprised if the PlayStation is the last machine to be replaced. As for Tekken 3, it's in the works and apparently is going to be a superb translation of the arcade game. The closest release date we can get out of Namco is sometime in 1998 and they refuse to confirm or deny a pack-in hardware upgrade for the game.

## WE BLEW IT!

I bought issue #101 at the store to try your magazine out. I was reading the All Access page, and I noticed your *Shadows of the Empire* code. I have Nintendo 64, along with *Shadows of the Empire*. I know all of the codes out for it and the Jabba code. You said that you get all of the

weapons at maximum power, but that's not true! All it does is charge your weapons when you get them. Matthew Shumaker  
Columbus, OH

FRANCISCA>>> Thanks for catching that mistake, Matthew. I had realized it myself a few days after the issue was in print, but once that's done, there's nothing we can do to recall it, except print something in the following issue. And, you're right. The code only powers up weapons that you already have during the 'Doom-like' levels of the game. Sorry to anyone that didn't catch that miswording and got frustrated trying to enter in the code with false hopes.

## OOH BABY!!!

Did Eldos try to make *Tomb Raider* a porno? Laura has cone-shaped breasts, you get to see Natia's cleavage, and Laura lets out noises of pleasure when she dies. Is there a *Tomb Raider* website where you can play the game with a buck naked Laura? Thanks for answering my questions. You guys are cool! Ryan Heath  
Cicero, IL

MIKE>>> What kind of name is *Tomb Raider* for a porno? If they were making a porno version of *Lara's* adventures, they would call it something like *Womb Raider*, *Lara's Lovers*, *Polygonal Pleasure*, or *Lara Does Latvia*. I have heard rumors of a buck naked *Lara* on a certain website, however, my high moral standards won't allow me to pass out the web address of the nuderaider site (Doh!).



Ell Donohue, aka DJ Riva Super Star, and his dance party minions, Salmon Spice, Roger Spice and Francesca Spice.

## THE FAN SITE OF THE MONTH

<http://nth.simplenet.com/zelda/>

Still waiting for *Zelda 64* to show up in your nearby videogame store? Well, while you're twiddling your thumbs, you'll definitely want to check out *Zelda Headquarters*. Not only can you relive all of your past *Zelda* glories, you can also keep up to

date on all the latest news, merchandise, and screenshots on the upcoming 64-bit title. The site also includes reviews, tricks, and soundtracks for the 8-bit and 16-bit incarnations of the series, as well as related information and paraphernalia

that no hardcore Link or *Zelda* fan should be without. As a comprehensive, single series-dedicated website, *Zelda Headquarters* takes the cake on detail, maintenance and information.

1. *Zelda Headquarters* everything, from editorials to event columns.  
2. *Zelda 64* fans need look no further for information.  
3. Colorful maps and art illustrate game news nicely.  
4. Numerous files await the hardcore *Zelda* enthusiast.



## UH... RIGHT...

Oh Bill, I think it's about time you knew. I never read the rest of this magazine. I always get the mag in the mail and flip to the back to see you. I usually don't give a rat's butt about videogames. I buy this mag to see your beautifulness, Bill. We were meant for each other. We have so much in common. We both love cheese, I love you and you love you, and all that good stuff. I love you! You are king! No one else matters!

P.S. When I do play videogames, I have to light up the Bill Beer shrine. It brings luck. Erin O. Troy, NY

**BILL>>>** OK, now before I get around to answering this really nice, but somewhat weird, letter (like I got any other kind), I'd like to explain a few things. First of all, I don't write these things to myself. They come in the mail and, after they're searched for explosives and money, I read them. Yes, I also keep all the money and explosives. Secondly, Mike's in really big trouble for what he wrote earlier, so no, he can't come out and play. Got that? Good. Now let's answer this letter.

Gee, Erin, that's nice. I'm really glad that you know that I love me. After all, that's the really important part, right? However, there is a slight problem with the Bill Beer Shrine. According to my books, you haven't paid your \$500 Beer Shrine Fee. Get that money sent in quick, Erin, or I'll have to start spreading those rumors about you and that wheel of Gouda!

## SURFED ANY GOOD WEB SITES LATELY?

Drop us an e-mail with the URL. If we feel that it goes above and beyond the call of duty, we'll feature the page in a future issue!

## GAME IDEAS...

That's right, gong, the Game Ideas column is back! We're still trying to figure out what we can give to the winners, though. Hey, how about a nice B X 10 glossy autographed picture of Bill? And second prize could be two of the damn things...

## ANYONE THERE?

Hey Frank, are you back yet? We're getting a little concerned. ULTRA Game Players Brisbane, CA

**FRANK>>>** No, I'm still here in Scotland. I was gonna come back yesterday, but then the Haggis Famine ended and we're all up to our ears in a delicious stew of barley and bits of sheep lung. I'll be back soon... (Barp!)

## OLD DEAD EYE...

Bill, you look like a disgruntled postman. Have you ever shot at a crowd of people before? Jesse Muriz Montgomery, NY

**BILL>>>** Well, Jesse, lemme tell ya, I once tried to take the Civil Service test for the highly honored position of Mail Carrier with the highly vaunted U.S. Postal Service. While I did really good on the 'I'm On A Break' part and the 'No, Really, Your Magazine Was All Ripped Up Before We Got It!'

section, I wasn't quite able to get a passing score on the 'I Hate You All! Take That And That!' part of the test. Evidently, I was taking a bit too much time to aim and was missing too many Innocent Bystanders and Small Children. But don't worry, Jesse! After I retire from UGP, I'm seriously thinking of taking the test again!

## A SPECIAL NOTE

Just in case you haven't noticed, our Fearless Leader, Frank, has been on a necessary hiatus in Scotland. We hope he gets back soon, 'cuz otherwise we don't have anyone to blame the fire on. It was just a small fire, but it was all Frank's fault. Really... trust us on this one... Way to go, Frank!

**Top Left:** Upon the door for your Mystery Beta! Oops... sorry... didn't mean to scare you...

**Top Right:** Yet another one of the cursed movie's sci-fi!

**Center:** Relax, Ryan! Tiddies 3 will get here soon.

**Bottom Left:** Lars proves that she's just one of the guys.

**Bottom Right:** Here's a picture of maddy foot. We would have printed it anyway, even if we hadn't run the game idea, because we care about you!



# SPORTSLINE

**W**elcome to this special edition of Sportsline, where I take a look at the year in sports. First off, I have a couple of pages updating you on the progress of titles coming soon, then I break down the best games in each sport. Finally, I give an analysis of which system is the best for sports gamers.

Look at this as the bible for sports gamers. You'll find out which games are the best and which system is the best for you. The basketball awards couldn't be given out, since only one of the games is done. However, I do give predictions on what to expect in the year to come for all systems and sports. Enjoy this collection of goodies, the holidays, and a winter full of sporting joy (Go Vikings!).

• Mike Salmon  
MSalmon@gamers.com

## NCAA GAMEBREAKER '98



The improved polygon players look better than *Gameday '98*; something I didn't think was possible.

- SYS. PLAYSTATION
- PUB. SONY
- DEV. SONY INT. STUDIOS
- REL. DATE. DECEMBER

**Q**uestion: How do you improve on the best football game on earth? Don't ask me, I just write about the damn games, but Sony Interactive Studios has found a way.

Using the prolific 3D engine of *Gameday '98*, the developers meticulously texture-mapped every single division I college football team onto polygonal models that look even better than *Gameday*. Oh, but they didn't stop there. The one flaw in *Gameday '98* was that intercepting the ball was like trying to get a nickel from a Scot (or Frank — same thing). In *Gamebreaker*, good coverage and timing is rewarded with a pick. Poor judgement by the QB is punished the same way. This makes a huge difference in how the game plays and gives us a hint of what's to come in next year's *Gameday*. But that's not all — *Gamebreaker* also boasts of three different playbooks, over a dozen formations, and a play editor. Put all this together with the season awards, stat-tracking, fast play, and incredible AI and you have the best college football game around.

The game still wasn't finished by press time, but I feel confident enough to say that anyone who likes football, college or pro, will absolutely love playing *Gamebreaker*.

Every division I team got the complete treatment, from depth charts, to stadiums, to the logo on the side of the helmet.



Throw into tight coverage and the defense can now make a pick and turn it back the other way.



The season awards and rankings give each game meaning in college football.



The triple option is the ultimate weapon in *Gamebreaker* and the animation and realism of the play really comes through.



# NBA LIVE '98

*It's better, but is that enough?*

● **SYS.** PLAYSTATION

● **PUB.** ELECTRONIC ARTS

● **DEV.** EA CANADA

● **P.S.R.P.** 649.99



**W**ell, last year I gave *NBA Live '97* a good kicking for being seriously flawed. You wouldn't believe the mail I got in saying I was crazy. Maybe I have lost my mind. Maybe I'm the only one who wants a basketball game that plays like basketball. Enough ranting and on with the final word on *Live '98*.

First off, the developers have improved this game immensely with a new control system, more animations, smoother graphics, and much faster play. With direct passing, direct dunking, and cross-over dribbles, EA has returned the game to the player's hands. With this new arsenal of moves comes some of the best animation I've seen.

However impressive all of this is, there are still huge errors which cannot be overlooked. The first and most glaring flaw is the turbo hand check (closer to a hockey check) which is the best way to play D in *Live*. By timing a run into the ball-handler, you shove him to the ground and get the ball, 80% of the time without a foul, and that's on simulation mode with fouls turned all the way up. This



Once again, the net and hoop in *Live '98* are incredible.

Up to date referees give you a chance to see the Refman do his new duds.

type of game-play is just not acceptable. Another seldom-used

NBA trick is to shove the ball-handler out of bounds or across half-court to force a turnover. Even if you can resist these cheap methods of play, the computer players on your team can't resist mixing it up. Here I am trying to play good D and one of my computer teammates decides to shove a player into the bleachers. That foul puts the other team in the bonus and gives them two free-throws, which then win the game.

Despite my ranting over some of the crucial flaws in *Live '98*, the complete package is far superior to last year. It's just that EA has had these same errors for five years and has yet to fix them. Overall, *Live '98* is a great HOCKEY engine that is ruined by those pesky basketball players and rules.



1-3 With some impressive new animation, *Live* gets some great dunks down. 4 The flying player have become the norm in the *Live* series and it's getting very tires.



What sucks is when you run a perfect set to get Mully a mid-range jump-shot and he consistently misses.



The direct passing was stolen from Sony, but it is very useful in b-ball games.



Big slow guys like Luc Longley can actually catch up to speedy point guards.

## AUDIO & VIDEO

## GAMEPLAY

## SPECIAL

GRAPHICS

9

BALANCE

5

INNOVATION

5

SOUND EFFECTS

10

DEPTH

7

EXTRAS

10

MUSIC

8

INTERACTION

5

PRESENTATION

9

# 7.1

# SPORTS AWARDS

**THE BEST ACTION IN '97 AND WHAT  
TO LOOK FOR IN YEARS TO COME**

**T**he following pages I present a look at the games that made '97 a great year in sports gaming, then I take a look at each of the four major systems to see what the present and future holds. If you have the luxury of owning every system, as I do, then finding the best game is as simple as looking at the award winners on this page, but if you only have access to one or two systems, then the individual system breakdowns should clue you in on what games to get and which to miss.

## AND THE WINNERS ARE....



**FOOTBALL**



**BASEBALL**

**GAMEDAY '96** - PlayStation: Sony created the first polygonal football game and made it play like nothing else. Congrats to the developers, and to the consumers who are reaping the rewards of this finely crafted game.  
**World Series Baseball '96** - Saturn: The Saturn may be lacking in quite a few areas, but there is no baseball game anywhere that can come compete with the magical WSB '96.



**HOCKEY**



**SOCCER**

**NHL '96** - PlayStation: EA finally came through with a game that lived up to the company's storied reputation. The fast, fluid gameplay just edged out *NHL Face Off '96*.  
**International Superstar Soccer 64** - N64: Fans with an N64 certainly don't have much to cheer about, but ISS 64 is one helluva game. If other sports games on the N64 had half this much game, then the N64 would be set.



**GOLF**

**COMING  
SOON!**

**BASKETBALL**

**LINKS LS** - PC: With the course add-on discs, *Links* continues to live on. The accuracy of spin, roll, and wind make this the best golf sim around.

**NBA** ..... '92 - PlayStation: No awards could be given out for the hoops game, because none of the games are done yet. However, I am certain that the best hoops game will be on the PlayStation.

## ON DECK....



**NBA SHOOT OUT '98** - If the early returns are any indication, this title could elevate the entire genre to a new level of excellence.



**Z-AXIS NBA GAME** - The game doesn't have a name or a publisher, but the early version I played had plenty of game.



**GAMEDAY '99** - After Gameday, the mind boggles thinking of what Sony is going to pull out of its hat next season.



**NBA IN THE ZONE '98** - Last year's JZZ 2 was the best arcade b-ball game around. With '98, the developers plan on putting in even more simulation.

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# [SONY PLAYSTATION]

## R U E For Some SERIOUS GAMING?

T

here are few things that are certain in an industry that gives its consumers so much choice and variety. One of those rare certainties is that the Sony PlayStation is the absolute best system for sports gamers, bar none! Like the Genesis before it, the PlayStation simply has the software.

Major game makers like EA, Sony, Konami, Interplay, Acclaim, Midway, and Radical Entertainment are dedicating their time and effort on making sports games for the mighty grey box. The complete support of the system means that there are more choices in every sport than on any other system. With choice comes decisions, but once the occasional bad game is weeded out, the PlayStation offers a healthy lineup of titles in every sport.

While Sony and EA are currently the big two on the PlayStation, ramped up budgets and technology give hope to new efforts from the others. Radical Entertainment (makers of *NHL*

*Powerplay*) has teamed up with Disney (ESPN) to start a completely new line of sports games. Interplay is working the bugs out of the incredible 3D *Messiah* engine to be used in its next football and baseball games. Midway is putting its considerable resources to

*playstation  
is the only  
choice  
to make*

work in hopes of getting a piece of the lucrative sports pie. Konami continues to upgrade its impressive sports line-up and is finally starting to put in all the stats and options American gamers expect.

Finally, Acclaim is taking advantage of developers like Iguana, Sculptured, and Probe in hopes of making their mark.

Sure many of these games may appear in one form or another on the N64 or PC, but they are all being developed for the PlayStation first. To gamers, this means if you want the best sports machine around for this year end the years to come, the PlayStation is the only choice to make.

## WHAT'S NEXT



**NCAA GAMEBREAKER '98** - They fixed the mighty *Gameday '98* and threw in college teams! How can you go wrong?



**NBA IN THE ZONE '98** - Better graphics, better AI, and a deeper one-player game spell success for this one.



**VR BASEBALL '98** - Last year's game lacked in many areas, but borrowing Dave Perry's mind-boggling 3D engine could spell doom for the other games on the market.

## BEST OF PLAYSTATION



**NFL GAMEDAY '98** - In a word, absolutely astonishing (OK, that was two, so sue me).



**NHL '98** - There are four (yes, four) great hockey games on the PlayStation; this just happens to be the best.



**MLB '98** - Still not up to *World Series Baseball* standards, but Sony's latest effort showed great improvement.



**NBA IN THE ZONE 2** - The new round of hoops games aren't here yet, but the great two-player game here should hold you over.

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**In the future.** There will be four more puzzles at \$2.00 each and one tie-breaker at \$1.00 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 55% will have the highest score possible score to Phase I, 43% to Phase II, 36% to Phase III, and 32% to Phase IV. The tie-breaker determines the winner. If players are still tied they will split the value of the grand prize they are playing for.

## Mystery Word Grid

	H				M Y S T E R Y
		E			
P	I	N	C	H	W
	R				W O R D
S					

PINCH .....W PRESS.....K BLAST .....A WRECK .....D  
BREAK .....Z PUNCH .....S SPRAY .....C TURBO .....V  
STOMP .....T STAND .....R PRESS .....E DREAM .....O  
CRUSH .....I SCORE .....H SLANT .....L CHASE .....P

MYSTERY WORD CLUE

WHEN ALL'S SAID & DONE, IN THE END YOU HAVE IT

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# [SEGA SATURN]

## ALIVE AND KICKING!

**W**ell, if you've already read the system analysis, then you know that the Saturn isn't in an enviable position. Despite all of that, the Saturn is still a strong second in sports gaming, mostly because it is the only system that plays host to the impressive *World Series Baseball '98*. That game is so good that I bought a Saturn for my home just for that game.

Aside from *WSB '98*, Sega has put together a nice package of sports games in nearly every sport. *World Wide Soccer '98* isn't a huge improvement from last year, but it is another great game that offers loads of two-player fun. Another move that showed Sega cares for their sports gamers was publishing Radical's *NHL Powerplay '98* under the *NHL All-Star Hockey* name. It's no longer the best hockey game available, but it's still a great game that plays just as well on the Saturn. *NBA Action '98* is a huge improvement from last year's b-ball game, but still can't compete with the big guns on the PlayStation.

In the year to come, Sega will continue to put out sports games for the Saturn and several of them will be the best around. I can almost guarantee that *World Series '99* is going to be the best baseball game around, after all, it has been ever since '94. However, the real promised land for Sega fans is the Dural

*world series '99 is going to be the best baseball game ever*

system. If this new machine is all it's cracked up to be and Sega lines up the right developers, then sports games could really jump to a new level. For now though, we must live with what we have, and Saturn owners aren't bad off when it comes to sports games. Just thank God you didn't buy that N64!

## WHAT'S NEXT



**VIRTUA STRIKER 2** - With Dural in the wings, it's hard not to get excited about the possibilities for sports games. We could do worse than to get something that looked like this.



**WORLD SERIES BASEBALL '98** Duh! This ones a no-brainer. They release it, we buy it, and every single year, we love it!



**NHL ALL STAR HOCKEY '99** - There is no news on whether Radical is planning on doing Saturn sports games, but the company's love affair with the Saturn bodes well for gamers.

## BEST OF SATURN



**WORLD SERIES BASEBALL '98** - The best baseball game around. The only difference is that this one reinvented the genre as well.



**NHL ALL-STAR HOCKEY '98** - You could do a lot worse than this for a fast-playing deep hockey simulation.



**NBA ACTION '98** - Visual Concepts has produced a fine game that is still lacking in many respects, but overall is enjoyable.



**Madden '98** - EA's big gun has been shot down by Gameday '98 on the PlayStation, but on the Saturn there is simply no competition.

## [NINTENDO]

**A**t this same time last year there were absolutely zero sports games for the N64. Now there are still very few, but the games are coming. The bright spot has to be

*International Superstar Soccer 64*, which showcased the power of the N64 and made me realize how good their sports games could be. Then I heard news of *QBC 64* and *Madden 64* coming out as well. This looked like the big sports breakthrough for the N64, however, both games were

big disappointments and still leave some questions about the viability of the N64 as a sports machine. Nintendo's own *Ken Griffey Jr. Baseball* has been constantly delayed and hasn't looked very good at any stage, meaning third-parties are going to have to cover the sports genre. The good news is that Acclaim, Midway, Konami, and EA are all planning to fully support the N64 in '98. What this means for

gamers is that, by next year, there will be another half-dozen N64 sports games. Hopefully, the games will follow in the sound footsteps of *ISS 64*.

I wouldn't buy an N64 for sports games, but if you've already got one, then the good news is that help is on the way.

## MUST HAVE GAMES!!!



**INT. SUPERSTAR SOCCER '98** - Glorious polygons, smooth animation, and the best soccer AI this side of the ocean make this the lone star for the N64.



**MADDEN 64** - The disappointment of *Madden 64* and *QBC 64* was great, but with another year of development, we could see some real improvement.



**QBC 64** - Mostly an arcade game last year, the sequel promises a better simulation.



**NBA IN THE ZONE 64** - Using the muscle of the N64 for a basketball game should make for one good-looking basketball game, but only time will tell.

## [PC]

**T**he PC has long been known as your dad's sports machine. You know, the games were all about management and stats. As of right now, that is still the case for most games, but with the 3D accel-

erator cards, faster machines, and online capabilities, the future could be very different.

The only arcade style sports games for the PC are ports of EA's sports games and, while they aren't bad, they simply don't have the smooth look or control of the con-

sole versions. If developers start to take advantage of the 3D cards, there is no reason why the graphics in PC sports games shouldn't be the best around. Couple that with all the online tournaments and leagues that are waiting to form once a worthy game is available and you can see why the PC is dying for a killer sports app.

Currently, there are still some

great sports simulations on the PC, but the depth, realism, and AI haven't improved much since several years ago. My advice to the makers of PC sports games is either go all out for an incredibly realistic sim or make an excellent playing arcade game. And please, stop trying to put them both into one just to come up with a watered down version of both!

## MUST HAVE GAMES!!!



**MADDEN '96** - Still the best football game on the PC, *Madden '96* just looks miserable compared to other PC games, like *Quake 2*.



**NHL '98** - EA has struck gold again, with the best-looking hockey game. However, the control still isn't up to par with the console versions.



**VIRTUAL POOL 2** - This is the next best thing to a smoky bar. A couple weeks of *Virtual Pool 2* really does improve your game. Check this one out.



**ALL STAR BASEBALL** - Acclaim and Sculptured are using the 3DFX chipset to ensure that Frank Thomas does better on the PC than he did on console.

# Next Month

## super strategy blowout

The January issue is gonna be chock full of strategies for all those great games you just got. We'll cover games like *Crash 2*, *Jedi Knight*, *San Francisco Rush*, *Diddy Kong Racing*, and *Dead or Alive*, just to name a few. But wait! There's more...

### so fearless predictions



It's time to dig the old crystal ball out of the closet and take a look at what may be the future of gaming. Remember, the truth will always be stranger than any fiction we could make up!

### rpg feature



With the release of *Final Fantasy VII*, the RPG genre has found new life and many new fans. Explore the future of this popular genre as we uncover the shape of RPGs to come!

### who is more evil?



We can't decide. Is it Billi, Roger, or the Coconut Monkey? We'll let you decide as we uncover more of the Coconut Monkey's diabolical life.

### the future of arcades



What does the future hold for our quarter-munching friends? *ULTRA Game Players* takes a look and delivers a prognosis on the health of the industry.

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